PRIMA'S OFFICIAL STRATEGY GUIDE

PRIMA GAMES

David Cassady
Debra McBride

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fear effect 2
RETRO HELIX

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Debra McBride **David Cassady**

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Prima Games
A Division of Prima Communications, Inc.

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Acknowledgements:
We would like to thank Jill Hinckley, Terri Stewart Bloom and Sara Wilson for all their help and patience during the writing of this guide. You guys are great! We would also like to thank Tom Marx, Brandon Suyeoka, and everyone at Eidos for providing great materials and support and for making a terrific game! Debra would also like to acknowledge her sister Linda who does so much for so many. Thanks sis!

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ISBN: 7615-3236-6
Library of Congress Catalog Card Number: 00-11088
Printed in the United States of America

01 02 03 GG 10 9 8 7 6 5 4 3 2

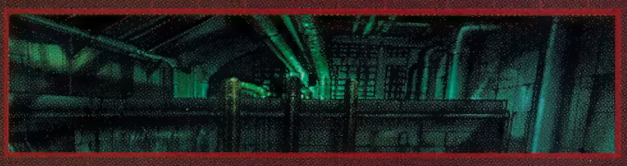
INTRODUCTION

Begun formally in 1990, the U.S. Human Genome Project is a 12-year effort coordinated by the U.S. Department of Energy (DOE) and the National Institutes of Health (NIH). The shared project goals are to:

* Identify all the approximate 100,000 genes in human DNA
* Determine the sequences of the three billion chemical bases that make up human DNA
* Store this information in databases
* Develop tools for data analysis
* Address the ethical, legal, and social issues (ELSI) that may arise from the project

By the year 2002, the group, which included scientists from several countries, managed to map 97 percent of the 23 human chromosomes' genetic material. The other three percent was deemed unmappable. The so-called Retro Helix – made up of leftovers from our human evolution, much like the tailbone or appendix – was considered a relic from our past. Furthermore, of the 97 percent of the chromosomes mapped, more than 60 percent of them were new genes of unknown purposes.

As we approach the end of the second decade of the new millennium, many mysteries of these new genes have been unveiled through exhaustive research. Genetic engineering and manipulation have rendered diseases, such as AIDS and various forms of cancer, things of the past. Numerous corporations around the world now hold patents on these fingerprints to life itself. Eugenics has become the new god of science, and gene pirating is a multi-trillion-dollar industry.



However, if history teaches us one thing, it is that there are always bigger and nastier bugs to squash.

In the year 2007, the first known case of EINDS (Environmentally Induced Nucleotides Degeneration Syndrome) was diagnosed. Within a four-year span, over 700 million people worldwide had contracted this dreadful disease. EINDS quickly became the most lethal pandemic the world had ever seen. Unlike other terminal afflictions that simply kill the patient, EINDS inhibits protein synthesis at the DNA level. It kills not only individuals but also inevitably the entire human species at its root. It kills by stopping the process we call human evolution.

The cause of EINDS is as of yet unknown; therefore, no cures have been found. What's worse is that no one seems to know how this disease is contracted. It is speculated that in the endless strive to improve our world and our species through extensive genetic manipulation and alteration, mankind may have unleashed this ultimate genocidal killer upon itself and sealed its own fate.

CHARACTERS

HANA

Amid a boundless canvas collaged with images of erotic passion, thwarted aspiration, and apocalyptic horror, Fear Effect 2: Retro Helix revolves around three memorable characters.

Hana Tsu-Vachel, our beautiful assassin, is trained to deal in love as well as death. She is desired by many yet belongs only to one – her female companion Rain Qin, an unparalleled beauty with a dark secret.

Royce Glas is a master operative in the field of counterintelligence whose daily existence is haunted by the pressure of vengeance and reconciliation.

Jakob "Deke" Decourt is a cold-blooded killer who perceives life as a trivial highway to obscurity paved in dull gray.

United by a twist of fate, in a desperate search for the answer to a universal mystery, all three characters have discovered that the truth lies somewhere between the depths of human desire and the incomprehensible face of God.

The Retro Helix – a key in the form of a self-resolving jigsaw puzzle – will in time open the locked doorways of human evolution, ushering in the second coming of an evil amorphous being known as the Entity. Despised and hunted by the ancients, the direly wounded Entity fled across dimensions and found the primitive Earth. In hopes of eluding its hunters, with its last bit of life force the Entity weaved its genetic essence into the abundant primordial ooze and sparked the chemical reaction that lead to cellular life on planet Earth. And for four billion years, it remained dormant, like a film floating on the pool of human evolution, waiting for a single drop of rain to

ROYCE GLAS

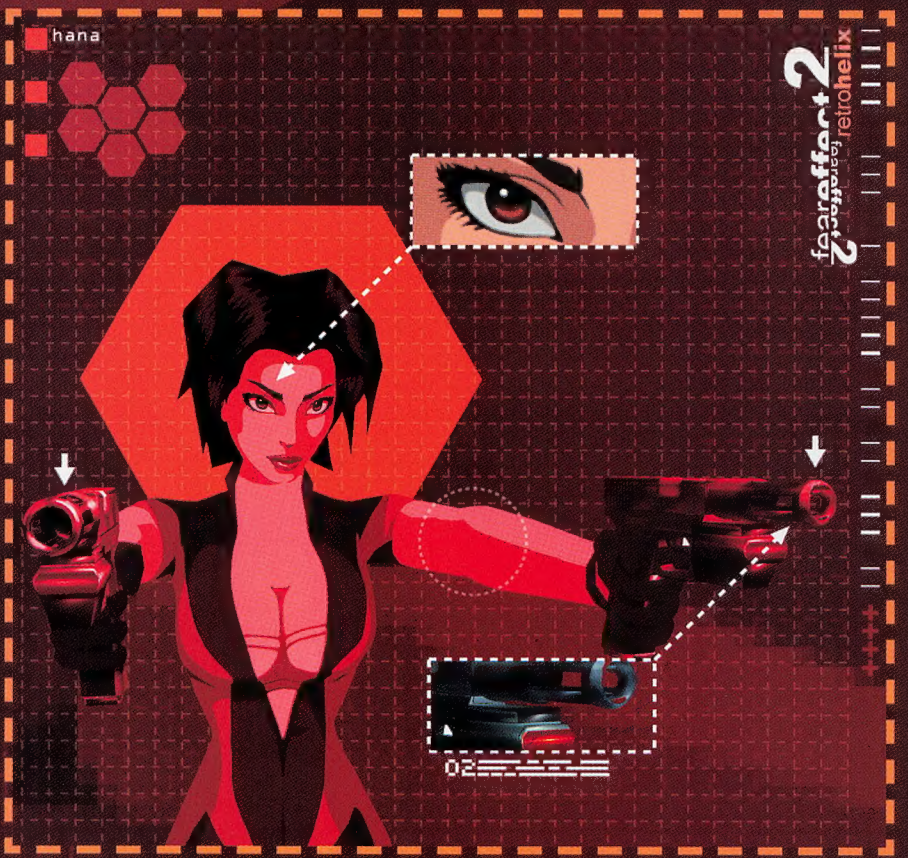
DEKE

break the stillness and ripple the water to life once again. Programmed and imprinted within the human genome is this key that will allow the Entity to one day reshape mankind in its own image. That time has come, the time of change, the time of resolution.

Hana, Glas, and Deke are each hired independently under mysterious circumstances to acquire three separate items of unknown purposes. What starts out as a routine infiltration and retrieval assignment spawns a chain of bizarre events, which forces our unlikely heroes to put aside their differences and unite to save the world from impending doom. For what they've obtained is more than a mere cure to the most prolific killer disease known to man. The three items combined, in fact, make up the only weapon they have against the onslaught of oblivion from our maker's new agenda for mankind.

USING THIS GUIDE

Welcome to Fear Effect 2: Retro Helix – Prima's Official Strategy Guide. If you're looking for help, you've come to the right place. Inside this book you'll find a complete walkthrough to assist you with the entire game from beginning to end, a complete list of items and weapons, solutions for every puzzle you'll encounter, and a whole lot more.

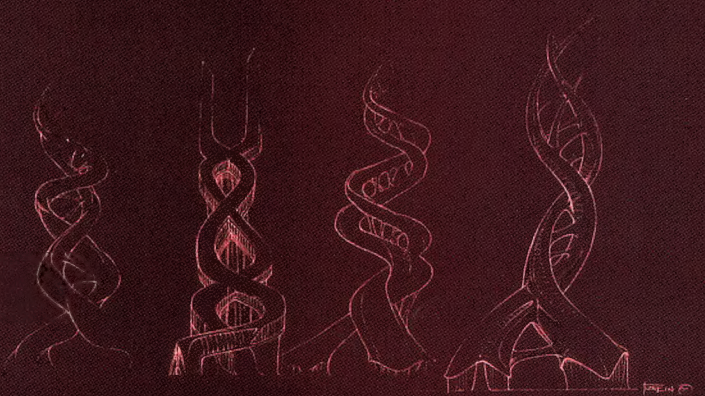


The book has been designed to take you through the game step-by-step. You should be able to follow it closely if you'd like, or play on your own and refer to the book when you're having trouble in a particular area. Paying close attention to the screen-shots and headers should make finding a particular piece of information easy.

There are also complete lists of items and weapons to help you locate important objects that you'll need throughout the game. If you want to avoid learning too much about the game, but you need a gentle push in the right direction, you can use these lists to get an idea of what you may be missing. It's the best way to play for those who insist on solving as much of the game on their own as possible.

We've also tried to provide you with a separate section that details some of the "self-contained" puzzles you'll encounter. That way you can find whole solutions without exposing yourself to information that might spoil a portion of the game for you. Keep in mind that you won't find every puzzle in this section, because many of them are so spread out that giving an abbreviated version simply isn't possible.

We hope you enjoy this guide, and that it not only helps you through the game but also makes the game more enjoyable. Have fun!

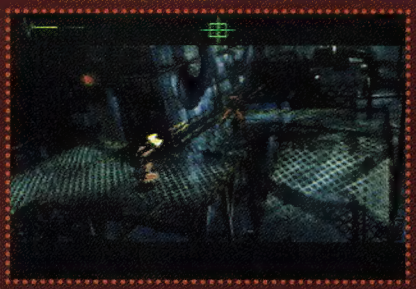


GAME BASICS

There are basics to every game. In this strategy guide we outline the basic controller commands, as well as provide general strategies for puzzle solving and combat. For specific solutions to puzzles, refer to the walk-through section.

CONTROLLER COMMANDS

Though you can modify your controller settings to whatever configuration you are most comfortable with, we refer to the default commands here and within the remainder of the book.



×: Action/Draw Weapon

Pressing × fires an equipped weapon. If your character isn't holding a weapon, he or she will draw the last equipped weapon.

■ and ●: Inventory

Use ■ or ● to scroll through the inventory. Pressing ■ cycles through your inventory from the front of the list. Pressing ● cycles from the back of the list. Use your inventory to swap weapons and access items for puzzle solving. Knowing what you have and what order it appears in may save you precious seconds in battle.

▲: Use Items, Equip & Reload Weapons, Pick Up Objects, Activate Background Elements

▲ is the most versatile of buttons. It is used for multiple functions throughout the game, including environmental interaction and weapon and item management. When the "Use" command appears at the bottom of the screen, you may either interact with an object your character is standing near (switches, doors, items on the ground), or use an item from your inventory in that spot. To use an item from your inventory, you must first select the item, then press ▲. It's impossible to accidentally use an item in the wrong spot, so you can experiment as you see fit. You can also reload an equipped weapon by selecting it in your inventory and pressing ▲.

↑, →, ↓, or ←: Character Movement

Move your character around by pressing the desired direction on the D-pad. Pressing ↑ moves your character forward. Pressing ↓ makes your character step backwards. Pressing ← or → rotates your character.

L1: 180 Degree Turn

Press L1 when you want to turn around quickly. This is particularly handy when you want to make a swift retreat or quickly target someone sneaking up behind you.

L2+↑, →, ↓,or ←: Evasive Roll

Using L2 in conjunction with the D-pad causes your character to roll across the ground. This evasive roll is useful for dodging your opponent's attacks. Just remember that you cannot perform any other action while rolling.

R1+↑: Running

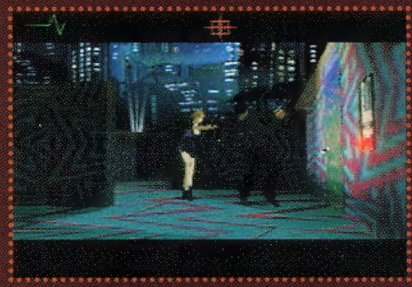
Running throughout the entire game is a bad idea, but there are instances where you must get out of an area in a hurry. While holding R1, press ↑ to make your character run. Though you move a lot faster, which makes it harder for enemies to draw a bead on you, your character also makes a lot of noise and draws more attention from nearby enemies.

R2: Duck

Ducking is an easy way to stay out of wandering enemies' gun sights. Smaller targets are harder to hit.

START: Game Pause and Exit

Pause your game by pressing START. You can also escape to the main title screen while paused if you need to reload a previous saved game.



R2+↑: Stealth

Holding R2 while moving allows your character to travel stealthily. Enemies don't know you're around as long as they can't see you. This allows you to sneak up on an enemy and eliminate it with a close-range attack or a well-placed shot to the back. The advantage of using a close-range weapon is that you can eliminate an enemy without alerting other enemies nearby, allowing you a chance to sneak up on them as well. Once an enemy has noticed you, there's no reason to move stealthily.

GAMEPLAY BASICS

There are many different elements to Fear Effect 2: Retro Helix. Those of you who have played the previous game should feel right at home, but anyone venturing into Hana's world for the first time should take a moment to peruse this section. It's filled with all kinds of helpful tips that just might save you in a critical moment.

EXPLORATION & INTERACTION

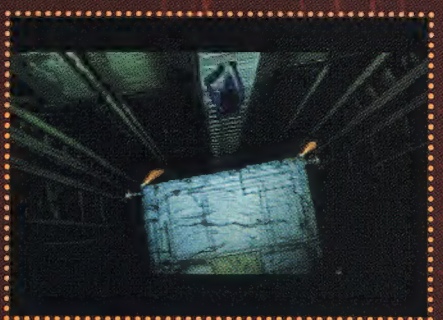
The game takes you through several locations, each with its own unique setting, puzzles, and characters. In each area you have an overall goal that must be successfully completed to finish your mission and move on to the next. However, doing so requires you to complete many smaller goals along the way. Some of these may be obvious while others require a bit of sleuthing on your part.

Always pay close attention to any cinemas. These typically contain conversations designed to give you clues as to your next goal. Obviously, if you're using the book closely you won't have any problems discovering your next task, but for those of you who want to enjoy the game on your own, you'll need to hear every word said.

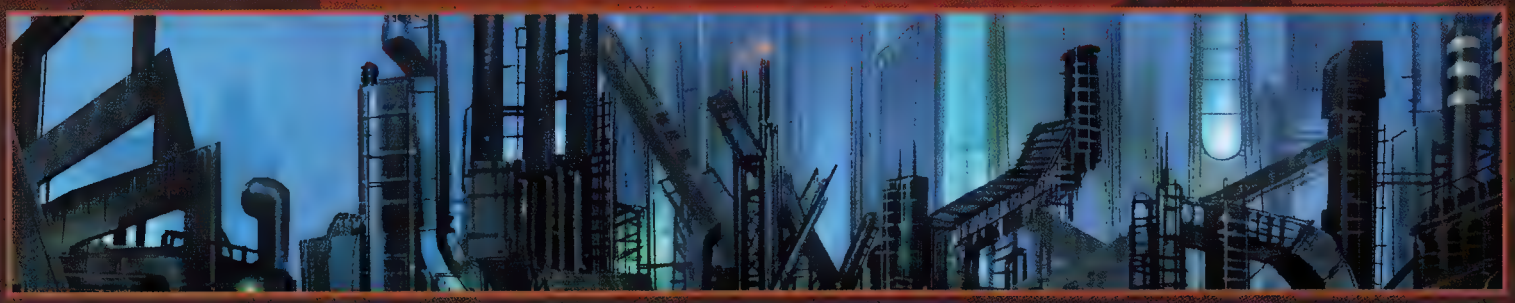
While exploring, you venture from screen to screen by passing through doors or walking off the edge of one screen and onto the next. For a single room there may be as many as four or five viewpoints, depending on where you're standing. Remember that these areas are linked and you'll have an easier time building a mental image of the level. This makes navigation much easier in complex areas such as the Aqueducts.

Interacting with doors is simple. Walk up to a door and look for the "Use" message to appear at the top of the screen. When it does, press ▲ to see if you can open the door. If not, your character will tell you so. In some of these cases you must use an item, most commonly a keycard of some sort, to unlock the door. Select the necessary item from your inventory and press ▲, and your character will use the item on the door. If you've chosen the correct item, your character will pass through into the next room, or the door will be unlocked.

There are also objects such as ladders and elevators found throughout the game. Interacting with these is also done using ▲. Stand near the object and look for either the "Use" or "Climb" message to appear, then press ▲.



Your character can interact with many other objects, such as monitors, weapons, and a variety of collectible items. Stand near or over the object you wish to interact with. If you can interact with it, the "Use" message will appear. Press ▲ to activate or pick up the object.

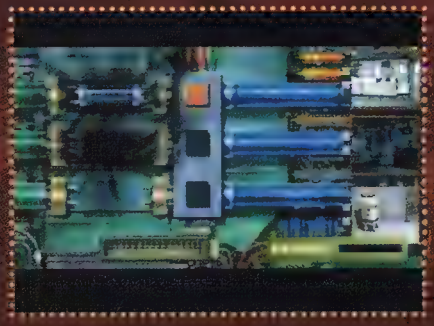


PUZZLE SOLVING

Every puzzle has a solution, and we have provided all of the solutions to all of the puzzles within the walkthrough section. However, if you want to go at it alone, here are some basics to keep in mind when confronted with a puzzle.

Puzzles in Fear Effect 2: Retro Helix can be pretty complex and may involve several steps. While most puzzles are self-contained, others require you to gather items. If you've tried everything in your inventory to activate a computer monitor or open a door and nothing seems to work, then you probably don't have the right item or haven't triggered an event elsewhere. You may need to go back through areas you've already cleared to be certain that you have eliminated all enemies and located all special items.

If you see the "Take" command pop up on the screen when standing near an item, that item will certainly come in handy eventually. There's no limit to the number of items you can carry, so pick up absolutely everything. Then, when attempting to use items, listen closely to what your character is saying for clues on what may or may not work.



You may have to revisit rooms two or three times before successfully completing a puzzle, but all of the elements necessary for successful completion are within that section of the game. Don't give up. Any items you need to carry from one section of the game to the next are handed directly to your character. Other items are found in the general area where the puzzle appears. So it's impossible to get hopelessly stuck in one section of the game.

If you really want to solve these puzzles without the aid of the walkthrough, keep a notepad handy to jot down codes and clues given to you. Some of the codes are given only once. If you don't write them down or remember them somehow, you won't be able to access certain areas.

Every puzzle you encounter is unique, so sometimes there may not be one simple solution we can give you. Always look for a clue on or around the puzzle. The answer can be found somewhere nearby.

COMBAT STRATEGIES

There are two ways to fight in Fear Effect 2: Retro Helix. You can either throw caution to the wind and charge straight into battle, or you can use stealth to sneak up on your opponents and dispatch them silently. Both tactics have their time and place.

Using stealth gives you the element of surprise. This not only saves ammo, but you may be able to take out several enemies without being fired upon. In the long run, stealth is the way to go since you take less damage and your character's fear subsides with every kill. Stealth requires a mixture of skill and luck. Stationary enemies, or those obsessed with a particular task, are easy to sneak up on from behind. Those that patrol an area are harder to predict since you never know when they might turn around and find you standing there.

Whenever you enter a room, immediately hold R1 to go into stealth mode. Check your weapon. Have a big gun ready just in case the enemy is right in your face and stealth isn't an option. Slowly proceed into the room. Once you spot a potential victim, try to sneak up on it. If you get within range, switch to a close-range weapon (Melee, Knife, Brass Knuckles, or Smakjack). When the targeting cursor appears on the top of the screen and changes from green to red, you can attack silently. If the cursor changes back to green before you attack, chances are the enemy is either out of range or has spotted you. If the enemy spots you, quickly switch to a better weapon and give up the idea of stealth for the moment.

If you know you're outgunned, pick your best weapon and give 'em hell. Keep your fingers on L1 so you can dodge enemy attacks if necessary. Also keep the situation in mind. If there are two enemies, having a lesser gun that allows you to target two enemies is typically better than having a single weapon with a powerful punch. Ammo must also come into consideration. Nothing is worse than running out of ammunition in the middle of a heated battle. Make sure you always have a couple of extra clips on hand, or are able to switch to a different weapon when necessary.

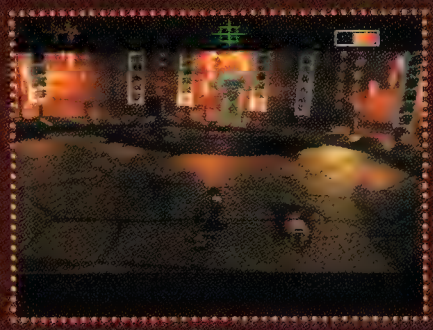
There are no medical kits or health power-ups in Fear Effect 2: Retro Helix. Instead of health, your character relies on fear. Your Fear Meter is in the upper-left corner of the screen. The meter only appears when enemies are nearby, which is a great tool for sniffing out potential ambushes. It has three shades: green, yellow, and red. A green meter suggests that your character is feeling confident and can take on anything. Yellow shows a bit of apprehension after a couple of close calls. Red is a warning that one more mistake will cause your character to succumb to his or her fear, thereby ending your game. To restore your Fear Meter, you must successfully sneak up on and dispatch opponents, complete puzzles, or accomplish goals.

TIP

Keep your weapon loaded. After dispatching a foe, hit ■ and then ▲ to select your weapon and reload it. If another enemy is charging into the battle, you won't have to stop and reload after bullets have already begun flying again.

Always assess a new area before entering. If you have no choice but to blindly go through a door without peeking through a window first, be prepared for anything. Check your ammo supply and have your weaponry armed and ready to go.

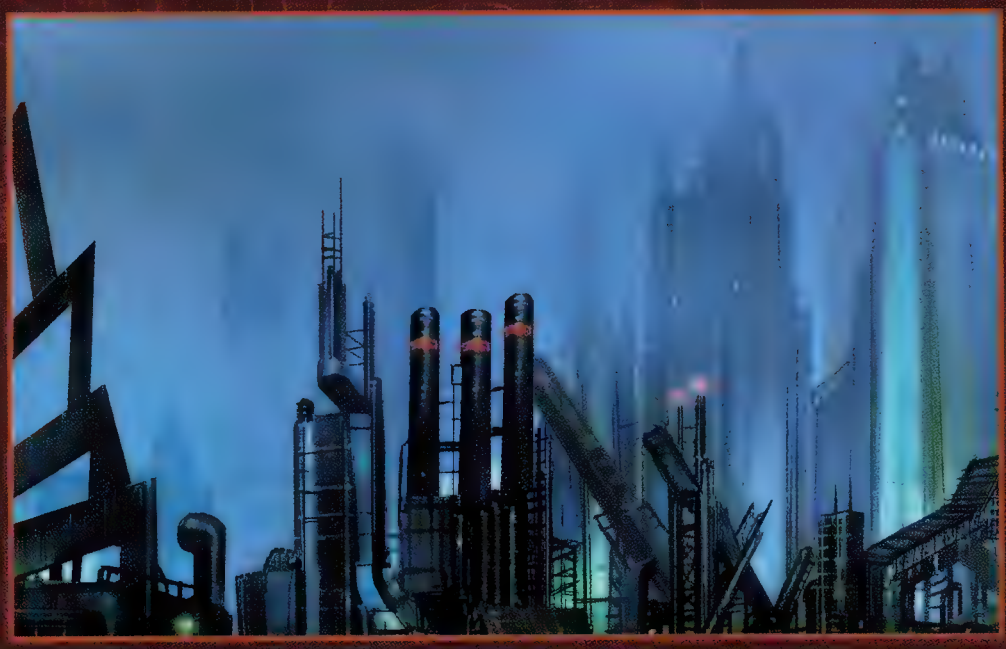
When confronted with several enemies, utilize the duck and roll moves available to you. The enemies, particularly the bosses, have firing patterns you can quickly recognize. Focus on one or two enemies at a time. Regardless of how badly an enemy may be injured, it will continue to fire until it is dead. Reduce the amount of damage you're taking by picking foes off one or two at a time.



TIP

Keep in mind that the best weapon for a situation may not always be the one that causes the most damage. Sometimes it's better to simply stun your opponents rather than trying to eliminate them all together.

Shoot smart. Don't enter a room with guns blazing. Ammo can be picked up from fallen enemies, but you go through it quickly. Try to use weapons that don't require ammo on weaker enemies, saving the heavy firepower for the bosses.



Look for other options when battling bosses. Glance at the boss's health bar at the top-right corner of the screen. If your attacks don't seem to be making a dent, and you're using serious firepower, maybe the answer isn't a bigger weapon. Look around the room and see if there's anything else that may be harmful to your aggressor.

THE HEROES

There are four heroes in Fear Effect 2: Retro Helix and they all have their own unique reasons for putting their lives on the line. As they form a delicate alliance, they must learn to trust one another as they search for common ground among mixed objectives.

HANA TSU-VACHEL

Age: 20
Height: 5'10"
Weight:120 lbs.
Born: Hong Kong Province, ROC

Part French, part Chinese, and fluent in six different languages, most of Hana's background is shrouded in secrecy. Rumor has it that she was raised and trained by the Triad in its "Black Inns" of Shan Xi. While a world-class marksman and ace pilot, Hana's true specialty lies in the dealings of love and death. Her orphan upbringing conditioned her to be distant to those that she does not know and to be careful whom she trusts. Desired by many yet belonging only to one, Hana lives life with passion and without reservation. Occasionally taking on assignments from the mysterious Jin for the extra cash, Hana's primary goal in life is to buy back her "contract" from the Triad so that she may leave her past behind and control her own destiny.

RAIN DIN

Age: Unknown (believed to be 18)
Height: 5'10"
Weight:104 lbs.
Born: Unknown

During a routine visit to her parents' memorial at Jing Sum Temple, Hana stumbled across Rain lying unconscious in the back garden beneath a mural of the Eight Immortals. For some reason, Hana felt compelled to help. She brought Rain home and nursed her back to health. A week later, Rain regained consciousness but could remember nothing of her past. Hana offered Rain shelter until she could be on her own again. Within a short time, Hana noticed the exceptional intelligence that Rain possessed. It became clear to Hana that Rain was a genius in various technical and academic disciplines. In time, the two became partners, and more....

JACOB 'DEKE' DECOURT

Age: 32
Height: 6'0"
Weight:235 lbs.
Born: Christchurch, New Australia

Deke walks a fine line between aggressive and psychotic. A large, stocky man with distinct features, Deke is attractive to women but not a pretty boy. As a professional hit man by trade, he perceives life as a trivial highway to obscurity, paved with the souls of the numerous men and women he's murdered for money or survival. Being a cold-blooded killer by heart, Deke enjoys his work immensely, for it gives him a sense of power and pleasure. Working with Deke is like making a deal with the devil: he's extremely effective, but he leaves a wide wake of carnage and bloodshed along the way. Deke has mostly honed his talents during the many range wars that until recently plagued New Australia. Currently, he is under the employment of a secret conglomerate out of East Asia.

ROYCE GLAS

Age: 28
Height: 6'2"
Weight:190 lbs.
Born: Pacifica, California, USA

Once a highly decorated officer of the U.S. military, Commander Royce Glas belonged to a government organization so secret that even the CIA is not aware of its existence. He is an expert in high-tech weaponry and counterintelligence. After his fallout with the administration, Glas became a hunted man by the very same government he once so proudly served. Now a renegade with the knowledge of secrets that could topple the balance of powers in the world, Glas operates on the edge of the law and will kill in defense of himself or his mission without hesitation. Numbed by vengeance, Glas now takes on various dangerous assignments for money, as well as the satisfaction of his own sense of justice.

THE BAD GUYS

In order to complete their mission and save the day, Hana and company must fight their way through hordes of hostile people, machines, undead, and bizarre creatures. Knowing your enemies will make dealing with them much easier.

BIO-ENFORCERS

These female warriors patrol the halls of the Wing Chune Tower. Their yellow bio-suits protect them from the dangerous experiments being conducted inside the tower and provide them with high-tech gear for defending the corporation's interests.

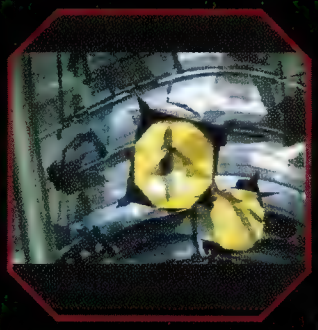
Bio-Enforcers are equipped with Plasma Wrists, high-speed weapons capable of delivering quick and deadly damage. These guards are hired for their agility, making them difficult targets in heated battles. Try to sneak past them when possible. When a fight is unavoidable, attack quickly and dodge between shots to avoid taking lethal damage.

BIO-BOSS

This creep is the head honcho of Wing Chune Tower's security. He may not be as agile as the Bio-Enforcers, but he's better equipped. Fortunately, he only suits up for action when all else has failed.

The Bio-Boss is equipped with a rifle/rocket launcher combo, allowing him a great deal of flexibility in his attack. Normally he relies on his rockets more than his rifle, so his attacks are slow and easy to dodge as long as you keep moving. The best strategy is to duck and roll from side to side when fighting him. His rockets should sail past harmlessly, leaving you a brief window of opportunity for counterattacks.

CAT EYES



It should come as no surprise that a high-tech company would employ high-tech machinery to assist with building security. Cat Eyes are the latest development in security systems design. There are two types of Cat Eyes, easily distinguished by their color.

Yellow Cat Eyes are the basic model and are used liberally throughout Wing Chune Tower. Though this model can fly, it lacks speed, making it an easy target if you're well prepared. It can best be described as a kamikaze device. Rather than firing on enemies, it simply chases them down and explodes upon impact. Though its explosion is limited in power, even our heroes can only survive a couple of hits.

Red Cat Eyes operate very differently from their yellow cousins. They're much faster for one, and they don't self-destruct. Their razor sharp appendages are used to stab would-be intruders. You'll also find that Red Cat Eyes are more resilient. They can absorb a great deal of damage before breaking down.

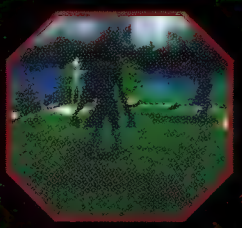
Use high-speed weapons when fighting these enemies so you can quickly knock them out of the air. The EMP works well. It won't destroy them, but it will usually provide you with enough time to rush through a room and complete your objective without having to battle. The only danger in this strategy is when you encounter a mixture of Cat Eyes and security guards, since the EMP doesn't affect humans. Also, be careful not to stand too close to downed Cat Eyes. They explode shortly after being deactivated, and can harm anyone nearby.

BLACK SUIT SECRET SERVICE

The Wing Chune party is perhaps the biggest social event of the year. Such occasions tend to draw a high-profile crowd, and as such, require a special brand of security. The Black Suit Secret Service is hired to patrol the party in search of anyone smuggling firearms or attempting to enter restricted areas.

Guards patrolling the Wing Chune party are equipped with weapon sensors. As they near anyone with a weapon, their sensors begin to beep faster and faster. If they catch you with a gun – whether their sensors lead them to you or you accidentally pull out a weapon – they'll quickly put an end to your mission.

DEMONS



The Island is home to shadowy beasts known as Demons. Unleashed by the hands of an Immortal, they're determined to keep our heroes from completing their quest. Most Demons attack with their razor-sharp claws, but they can also breathe fire. As fierce as they are, they tend to flee battle when caught off guard. Their ability to teleport allows them to instantly disappear and then reappear elsewhere in the area. It makes them hard to target and gives them the added advantage of surprise.

For whatever reason, Demons are particularly susceptible to Shotguns. It typically only takes two blasts from a Shotgun to defeat a Demon. They're also known to drop Shot Shells when eliminated. Keep your cool when fighting them and run if necessary. When they take a swipe at your character and miss, they'll teleport to a different area. This gives you time to catch your breath while lining up for another shot. When fighting fire breathers, keep moving. Standing in one spot for too long is certain death.

FIXERS

These miniature robots are employed to keep the Aqueducts in good repair, to control the rampant pest population, and to stop intruders. They come equipped with a variety of weapons, including pistols, rifles, and grenade launchers.

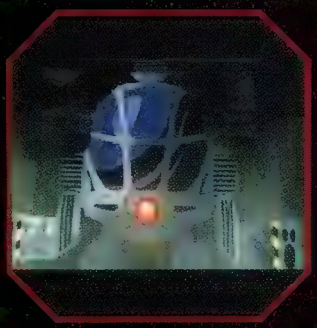
Fixers, like nearly any other enemy, can be caught off guard. Their primary job is to keep things in working order, so if you quietly make your way around the Aqueducts, you won't draw their attention if there's a job to be done nearby. The EMP works well against lone Fixers, allowing you time to finish them off with a gun or Hana's fists. When they attack in groups, it's better to blast them with your best firearm. Don't worry too much about ammo. You can almost always salvage a clip from their wrecked remains.

ZOMBIES

Ghastly Zombies roam the halls of Xi'an to keep would-be tomb raiders away. Unlike the many Skeletons and Terra Cotta Warriors you'll find, Zombies cannot be harmed. When you see one of these creeps it's best to run for your life. You can pelt them with bullets to slow them down a bit, but they won't fall no matter how much lead you waste on them.

Zombies attack at close range by diving across the room and slicing at you with their razor-sharp nails. As long as you keep moving and avoid getting right in front of them, you should be able to dodge their attacks. If they're in a room where you need to complete a specific task, just shoot them to push them back, and run like crazy. Be sure to access any inventory items you may need while you're running. You don't want to stand there searching while the Zombies are closing in on you.

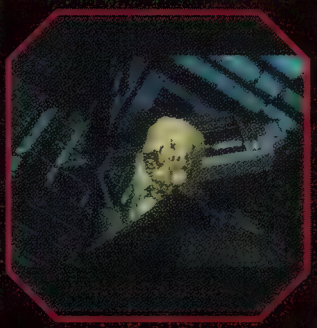
M.A.W.
(MECHANICAL ASSAULT WALKER)



For generations the military has invested billions of dollars into weapons research. The pinnacle of its achievements is the M. A. W., a two-legged, heavily armored assault vehicle equipped with high-powered weaponry. Though the M. A. W. is far from invincible, it can easily withstand attacks from most hand-held weaponry, and it's able to cross terrain that more traditional vehicles would find impassible.

There's no way to permanently stop a M. A. W. with the weapons you're given. The EMP is the only weapon at your disposal that even fazes one of these mechanical giants. Its electromagnetic pulse is able to temporarily shut down a M. A. W., which gives you enough time to safely run past it while its pilot resets the onboard systems. Otherwise, you'll have to find creative ways to stop the M. A. W..

PLANNER



The Planner roams the Aqueducts, wreaking havoc wherever he goes. His brutish form has been mutated over his years of service in the sewers, giving him superhuman strength and stamina. Armed with oversized tools that only someone of his size could possibly wield, he presents a formidable challenge.

When facing him you must rely more on strategy than sheer brute force. Keep moving and only turn and shoot when he bellows after a missed attack. Never count this guy out – he can take a lot of damage without flinching. Just pay special attention to your surroundings and consider alternative ways to knock him out.

REJECTS

These Zombie-like creatures can be found roaming around in Xi'an. They're slow and not too bright, but they do pack a powerful punch. They have a way of popping in when you least expect it. It only takes a few shots to knock a Reject down, but just because one is down doesn't mean it's out.

Most weapons are effective against these undead creatures. It should only take a couple of shots to knock them off of their feet. In some cases that's enough to finish them off for good, but most Rejects must be knocked down several times before they'll stay down. Exercise caution when fighting them and make sure they're out before you approach any downed Rejects.

SECURITY GUARDS

You'll find these guards roaming Pandora's Maze at the Wing Chune party. They're only armed with pistols, but they make up for in number what they lack in power. You should be able to sneak up on many of these guards since they patrol very simple routes and are very predictable.

Though these goons are equipped with pistols, they don't brandish them in public areas. They're easy enough to defeat with standard firearms, but they're quick to react to any threat, which tends to lead to battles against multiple enemies. Do your best to sneak up on them, but always be ready to pull out the big guns when things begin to heat up.

SKELETONS

It's said that old warriors never die – they just go to hell to regroup. Nothing truer could be said about the Skeletons you'll find wandering Xi'an. These saber-brandishing warriors are vicious remnants of an ancient civilization. They have been given the task of guarding the Lost Tomb for all eternity.

Hundreds of years of dormancy have done nothing to slow these old warriors down. They rush intruders and attack with merciless precision. Attack them quickly to prevent them from surrounding you. Sometimes you may destroy a portion of their bodies without slowing them down, so don't let up your attack until you're certain they won't be getting up. The SS 2000 is by far the most effective weapon against these creatures.

SOLDIERS

Soldiers are found in the Afghanistan military base. These highly trained fighters come equipped with assault rifles and flamethrowers. They're tough, real tough. Not only do they fight well, but they also dodge well. They're all-around strong warriors and a serious threat to anyone they meet.

Though Soldiers aren't physically tougher than other enemies, they do present a formidable challenge. Their weapons are very powerful, and they know enough about combat tactics not to stand still while shooting. Use your Assault Rifle against them and keep your trigger finger in check: Short, controlled bursts work best against them. This keeps them from dodging all of your shots, makes them easier to target, and saves you ammunition.

STUDENTS

These are the poor saps hired to work alongside of the Planner in the Aqueducts. They've been traumatized to the point of cowering in corners and running at the first sign of trouble. If you don't mess with them, they won't mess with you. However, you can easily sneak up on them and dispatch them with a single shot. Why would you do such a terrible thing? Some of them drop ammunition, which you can put to good use later against more serious enemies. If you do choose to pick a fight with Students, they will fight back if you don't eliminate them with the first shot, so don't underestimate them.

CAUTION

Killing Students has an effect on the outcome of the game. Consider this before you go on a shooting rampage.

TERRA COTTA WARRIORS

The clay statues were created so the Emperor would have an army of soldiers in the afterlife. Though they've spent most of their existence as inanimate objects, the evil spell that has swept over the Lost Tomb gives them life. They aren't quick, but they are lethal.

Giant clay warriors such as these can absorb a lot of damage. It's best to avoid them whenever possible since they're so slow. If you're forced into a battle, pick a powerful weapon and don't hold back anything. You won't last long if they manage to surround you. A few weapons are ineffective against them. These include the SS 2000 and the ARC Taser. Each Terra Cotta Warrior is equipped with a shield. Until its shield is destroyed, it will continue to push forward. Don't let it crowd you during this time.

WEAPONS

There are enough weapons and items in Retro Helix to keep any self-respecting mercenary happy. With so many weapons to choose from it may not always be clear what gun you should be toting. Each one is different, and there are various reasons you should or shouldn't use them in different situations.

This section details each weapon available to you in your adventure. We'll also try to help you decide which weapon works best in a variety of situations. So grab your gear and head to the firing range for some basic weapons training.

.90 Pistol

Ammo Type: Pistol Ammo
Number of Rounds: 8
Power: Low
Rate of Fire: Average

This is your basic starter weapon. It's one of the two weapons in your inventory when you start the game. Initially, the gun comes with 32 rounds of ammunition, which isn't much, but Pistol Ammo is pretty easy to come by. The gun holds eight rounds, which is typically enough to eliminate a single enemy, as long as your aim is true.

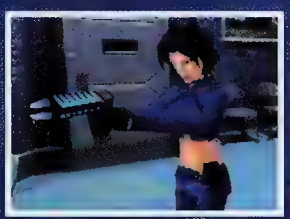
The .90 Pistol may not have a lot of firepower, but it can be effective. It's best used in situations where you can sneak up and dispatch the enemy with a single shot. Otherwise, you should only use it at times where you need to pinpoint a single target or conserve ammunition. This may seem unusual, but in some situations there may be something in the area other than an enemy that your character can target. Most of time this won't matter, but if you're running low on ammunition or the other object is harmful to you if shot, you'll want the ability to focus in on a single target.

Dual .90 Pistols

Ammo Type: Pistol Ammo
Number of Rounds: 16
Power: Low
Rate of Fire: Average

Both Rain and Hana begin the game with two .90 Pistols. Initially, these are your weapons of choice. You can eliminate a single enemy twice as fast, and you can target two enemies simultaneously. This is a good choice of weapons until you can find something with a bit more power. Make sure you have them equipped in situations where you encounter multiple opponents.

The only times to avoid these guns are when you need to conserve ammunition, or you want to focus in on a single target. Shooting two guns does waste a lot of ammunition, but Pistol Ammo is easy to find in most areas. So you needn't worry.



ARC Taser

Ammo Type: None
Number of Rounds: Unlimited
Power: Low
Rate of Fire: Fast (Slow Recharge)

The ARC Taser is a sophisticated device that shocks enemies into submission. It doesn't use ammunition, but it does require a lot of time to recharge. Its best feature is that it can hit multiple opponents simultaneously. Even if you're attacking a single enemy and a second enemy runs into the area, the bolts of electricity immediately spread to attack the new threat.

The weapon lacks attack power, so you must shock your opponents for a long time before they succumb. This usually drains the ARC Taser's power completely, so if more enemies rush in you'll have to quickly change weapons. To recharge the weapon, you must discontinue using it for about a minute or two. So save this one for those rare occasions where you can safely eliminate opponents without drawing attention from other enemies in the area.

Assault Rifle

Ammo Type: Rifle Ammo
Number of Rounds: 30
Power: Medium
Rate of Fire: Fast

The Assault Rifle may be the ultimate firearm. It holds lots of ammunition, so you don't have to reload very often. Its power is only average, but it fires at such a maddening pace that it seems to pack an amazing punch. The only drawbacks are that you won't find much ammunition for it, which limits its usage, and you can only target one enemy at a time.

This weapon works well in any situation where you're facing a single enemy, or in areas where gunfire draws additional enemies toward you. Even though you can only target a single opponent, you can dispatch each foe quickly enough that your enemies won't have much time to fire back. However, since there's not much ammunition for this weapon, you should save it for boss fights and critical situations where a quick kill is required.

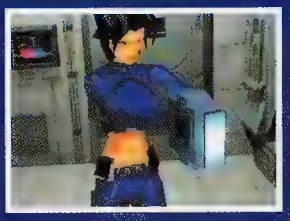
Brass Knuckles

Ammo Type: N/A
Number of Rounds: N/A
Power: Low
Rate of Fire: N/A

Though he may prefer direct assaults on his enemies, even Deke enjoys the thrill of stealthily sneaking up on a foe. The Brass Knuckles are just an extension of his lethal nature. Crafted with metal spikes on each knuckle, they allow Deke to deliver maximum pain to anyone unfortunate enough to be on the receiving end of his punch.

The Brass Knuckles are a close-range weapon and should be used in situations when you can sneak up on an opponent. In direct confrontations you're better off with any other weapon. When you catch an opponent with its back to you, sneak up from behind and equip the Brass Knuckles. When the targeting cursor appears and turns red, you're in range and can attack. Such attacks eliminate your opponent with a single hit. If the cursor should change back to green, your enemy is aware of your presence, and you must quickly switch to another weapon.

EMP



Ammo Type: None
Number of Rounds: Unlimited
Power: Low
Rate of Fire: Very Slow

There's no chance of wasting ammo with the EMP since there's no ammo to waste. The EMP fires electromagnetic pulses (EMP) that temporarily disable electronic devices. This means that it is completely ineffective against human opponents, but it can stun machines like Fixers and Cat Eyes. Since the stunning effect is only temporary, you must either finish off these enemies with another attack or leave the area before they can reboot and continue the chase.

Firing the EMP requires that you hold the trigger for several seconds while the charge builds. Releasing the trigger too quickly results in a misfire requiring you to charge the weapon again. Therefore, it's difficult to quickly attack with the EMP when passing through a door into a new area.

The EMP is a handy device when you're running low on ammunition in the Aqueducts. Use it to stun a Fixer and then run past it, or switch to your Melee attack and quickly finish it off before it can gather its senses. In situations where you're facing multiple enemies, it's best to use the EMP to disable your enemies and then run. Trying to quickly switch weapons and finish off several opponents is almost impossible.

GL 150

Ammo Type: Grenade Shells
Number of Rounds: 3
Power: High
Rate of Fire: Slow

For those who love power, the GL 150 is the weapon you've been waiting for. It fires small grenades that cause large amounts of damage. The grenades can bounce off of floors and walls, but they explode as soon as they make contact with an enemy. This can make it hard to target fast enemies, but in most cases it's more of an advantage than a disadvantage. If the grenade bounces several times without making contact with an enemy, it explodes on its own. If two or more enemies are grouped near the explosion, they'll all take damage.

You don't get much of a chance to use this weapon, so you might as well have fun with it while you can. Ammunition is very limited, so make your shots count. Try bouncing shots off of walls while running. That way you can tag opponents behind you without even turning around.

Knife

Ammo Type: None
Number of Rounds: Unlimited
Power: Low
Rate of Fire: Slow

Rain is the only character who wields a Knife. The Knife is the weapon of choice for those who like to sneak up on their enemies. Although the Knife isn't effective in face-to-face battles, it can silently dispatch an enemy who is unaware of your presence.

It's a bad idea to walk around with your Knife drawn. You never know when you're going to walk in on a group of enemies and need to react quickly. Keep a gun drawn most of the time and sneak around areas. When you find an opportunity to catch an opponent off guard, switch to the Knife and go for the silent kill. When you're in range and an opponent is unaware of your presence, a red targeting cursor will appear at the top of the screen. If the cursor is green, the enemy sees you, so quickly switch to a more effective weapon.

Melee

Ammo Type: None
Number of Rounds: Unlimited
Power: Low
Rate of Fire: Slow

Rather than relying on weapons, Hana uses her well-trained fists to dispatch her enemies at close range. If you can sneak up on an opponent, you can eliminate it with a single, silent hit with the Melee attack. Fighting an enemy face-to-face with Hana's fists is a dangerous prospect due to the slowness of her attacks. However, if you can move about stealthily and sneak up on would-be aggressors, you can save ammunition and avoid attracting further enemies with loud gunshots.

Though it's fun to sneak up on your opponents and give them a kick to the back of the head, walking around without a gun drawn is very bad idea. Keep a gun drawn at all times, and only resort to using the Melee attack when you know you can silently sneak up on your opponent. Keep an eye on the top of the screen. When you're close enough to attack your opponent a red targeting cursor will appear. If your opponent is aware of your presence, the cursor will turn green. When that happens, give up the pursuit of a silent kill and quickly switch to a gun before your enemy can attack you.

Plasma Wrists

Ammo Type: None
Number of Rounds: Unlimited
Power: Low
Rate of Fire: Fast

Plasma Wrists are the standard issue weapons for Bio-Enforcers working in Wing Chune Tower. Rain is the only character who gets the opportunity to use them when she dons a Bio-Enforcer's disguise. Plasma Wrists come with an unlimited supply of ammunition, but they aren't very effective weapons. They don't pack much of a punch, and they don't hold many rounds, so you must reload frequently.

Actual Bio-Enforcers rely heavily on their acrobatic abilities to quickly fire at opponents and dodge counterattacks. This goes a long way in making up for the Plasma Wrists' weaknesses. Put their strategy to good use. Duck and roll while reloading so your enemies have a tougher time targeting you.

Avoid using the Plasma Wrists when possible. Most of the time Rain can walk right past enemies while wearing the Bio-Enforcer disguise. Try not to pick unnecessary fights by keeping your weapon holstered until the enemy gives you no choice.

RL 480

Ammo Type: Rocket Shells
Number of Rounds: 10
Power: High
Rate of Fire: Slow

There are many powerful weapons at your disposal, but nothing else packs the punch of the RL 480. This miniature rocket launcher shoots single shells that cause massive damage to anyone unfortunate enough to be standing near the blast. Though this weapon is one of the strongest, there isn't much ammunition for it throughout the game. It's also ineffective in close quarters since it damages anyone standing too close to the impact point, including its bearer. When faced with multiple opponents, you may also find that it fires too slowly.

Since there isn't much ammunition for the RL 480, you must make every shot count. Save it for tougher enemies such as the Terra Cotta Warriors and Skeletons wandering the City of Xi'an. It also comes in handy in boss fights. Just be careful that there are at least a few feet between you and your target before you fire.

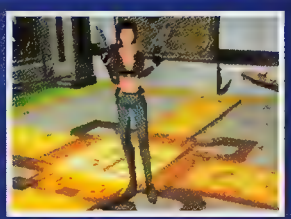
Shotgun

Ammo Type: Shot Shells
Number of Rounds: 5
Power: High
Rate of Fire: Slow

Accuracy is always important in a battle, but the Shotgun gives you more leeway when targeting. The weapon packs a powerful punch, and it's very difficult to dodge since it pelts an entire area with shot. Its biggest drawback is the slow rate of fire. A tough enemy can quickly recover from a blast and counterattack while you're still busy reloading. This can make using the Shotgun a risky proposition. Shot Shells are also a rare treat, so you don't have much ammunition to spare throughout most of the game. This limits its use considerably.

In most instances the Shotgun isn't a very good choice of weapons. Save it for situations where you're battling enemies that don't fire back. The Demons found on the Island are especially vulnerable to the Shotgun's attack. You may also find it helpful when battling Skeletons and Terra Cotta Warriors in the City of Xi'an. You should definitely avoid using it when facing multiple opponents equipped with rifles. They'll quickly pick you apart while you slowly eliminate them one by one.

Shot Pistol



Ammo Type: Shot Shells
Number of Rounds: 3
Power: Medium
Rate of Fire: Medium

Deke's Shot Pistol is very similar to the .90 Pistol wielded by Hana and Rain. It does pack a stronger punch, but it only holds three rounds at a time. It eliminates enemies faster, but you spend a lot more time reloading. Shot Shells aren't easy to find, but Deke should have plenty when he needs them.

Overall, the Shot Pistol is a great basic weapon. Use it when facing lone enemies to save ammunition. Otherwise, you should use the pair of Shot Pistols, which make it easier to deal with multiple targets.

Shot Pistol x2

Ammo Type: Shot Shells
Number of Rounds: 3
Power: High
Rate of Fire: Fast

You can pack twice the punch with a pair of Shot Pistols. These have all the benefits and drawbacks of a single Shot Pistol, but the pair can effectively target two enemies at the same time. They also allow you to eliminate a single enemy twice as fast.

While controlling Deke you should use the Shot Pistols more than any other weapon. They're more than enough to handle the situations he encounters, and you get plenty of ammunition. If ammunition does run low, switch back to a single Shot Pistol. However, the odds of that happening are pretty low.

Sonic Boom

Ammo Type: None
Number of Rounds: Unlimited
Power: High
Rate of Fire: Extremely Slow

The Sonic Boom is one of the best antipersonnel weapons at your disposal. This high-tech weapon fires a high-frequency sound wave that ravages opponents' bodies. It doesn't use ammunition, and a single shot can eliminate multiple opponents. There are only two drawbacks to this weapon. First of all, it only works against nonmechanical opponents, so it's absolutely worthless when fighting enemies such as Cat Eyes and Fixers. It also has an extremely slow rate of fire. You must hold the trigger for several seconds to charge the sonic blast. Releasing the trigger too early results in a misfire, requiring you to charge the weapon again.

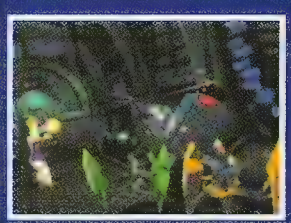
This is a great weapon when you know you're going to be facing human opponents. Just keep it charged as you explore and you can instantly eliminate any enemies you encounter. When passing through doors, however, switch to a more conventional weapon. You can't maintain a charge while opening a door, so if you encounter foes on the opposite side, they'll have lots of time to fire while you're charging your own weapon.

SS 2000

Ammo Type: Flame Canisters
Number of Rounds: 900
Power: Medium
Rate of Fire: Fast

There's nothing like torching your enemies with the SS 2000 flamethrower. What it lacks in range, it makes up for in power. Its continuous flame holds an enemy in place until the victim succumbs, which means that your foe can't counterattack. Ammunition is limited, but you shouldn't need much. This is a specialty weapon that only comes in handy in certain situations.

Though the SS 2000 is a lot of fun to use, it isn't as effective as other weapons. When fighting a single enemy, it's great since enemies can't dodge the flame once they're hit. However, it takes several seconds to topple an enemy, so a second enemy can pick you to pieces while you're busy with the first. Reserve the SS 2000 for situations where you know for sure that you'll only face a single enemy. Once you've caught an enemy in the flames, don't let up until the enemy drops. It doesn't take long for opponents to recover from the flamethrower's effects and counterattack.



Uzi

Ammo Type: Uzi Ammo
Number of Rounds: 30
Power: Average
Rate of Fire: Fast

The Uzi is one of the all-around best weapons in the game. It has a rapid rate of fire, it holds enough ammunition to eliminate a single enemy without reloading, and ammunition is easy to find in most areas. Although the Uzi isn't great in a firefight against several enemies, it's perfect for one-on-one encounters.

Once you pick up an Uzi, make it your main weapon. The only times to switch weapons are if you're low on ammunition or encounter multiple enemies. In the latter case it's better to switch to any weapon that can attack multiple opponents simultaneously. After you've collected two Uzis, you should really only use the single Uzi when you need to conserve ammunition.

Dual Uzis

Ammo Type: Uzi Ammo
Number of Rounds: 15
Power: Average
Rate of Fire: Fast

Two Uzis are almost always better than one. Having two guns gives you the firepower for situations with more than one hostile at a time. Overall, this is your best choice of weapons. Two Uzis are effective against nearly all types of enemies, and ammunition is easy to find in most areas. The only times to avoid two guns are when you need to conserve ammunition, or you want to focus in on a single target.

Keep your double Uzis equipped whenever you're unsure about what's lurking around the corner. That way, you're prepared for nearly any situation. If you begin to run low on ammo, switch to either a weapon that doesn't use ammunition or one for which you have a surplus of ammunition.

items list*

The information for all of the items in Fear Effect 2: Retro Helix is detailed in the following table. This table provides cursory information on when and where you may find each of the items. Also listed is the name of each person who finds and carries each item.

ITEM	CARRIED BY	LOCATION
Adenosine Disk	Hana	Wing Chune Tower
Ancient Gold Crank	Deke	City of Xi'an
Ancient Red Crank	Deke	City of Xi'an
Archeology Key	Hana	City of Xi'an
Astronomy Key	Hana	Tomb of the Emperor
Bandage	Hana	Tomb of the Emperor
Bell	Hana	Wing Chune Party
Biohazard Keycard	Rain	Wing Chune Tower
Blasting Caps	Hana and Rain	Starting Inventory, Wing Chune Tower
Blood Blot A	Hana	Wing Chune Tower
Blood Sample	Glas	Afghanistan
Bravery Medal	Glas	Tomb of the Emperor
Bridge Control Card	Rain	Wing Chune Garden
Bridge Tile	Hana	The Island
Bridge Tiles	Hana	The Island
Bull Coin	Hana	Tomb of the Emperor
Butterfly Coin	Hana	Tomb of the Emperor
Bypass Keycard	Rain	Wing Chune Tower
C-4	Glas	Afghanistan
Cell Blot C	Hana	Wing Chune Tower
Centrifuge Tubes	Hana	Wing Chune Tower
Chinese Fan	Hana	The Island
Clay Jar	Hana	Tomb of the Emperor
Crowbar	Glas	Afghanistan
Cytosine Disk	Hana	Wing Chune Tower
Diamond	Hana	The Island
Diesel Fuel	Deke	City of Xi'an
Digging Tool	Hana	The Island
Dig Key	Hana	Tomb of the Emperor
Dispersion Canister	Hana	Wing Chune Tower
DNA Code Disc	Hana	Wing Chune Tower
Dragon Plaque	Hana	The Island
Dress	Hana	Wing Chune Party
Dynamite	Glas	City of Xi'an
Elevator Keycard	Rain	Wing Chune Party
Elevator Lock Key	Deke	City of Xi'an
E.L.P.	Hana	Wing Chune Tower
Emperor's Plaque	Hana	Tomb of the Emperor
Empty Goblet	Hana	The Island
Filled Glass	Hana	Wing Chune Party
Fingerprinted Empty Glass	Hana	Wing Chune Party
Fire Crystal	Hana	The Island
Fixer Battery	Hana	Aqueducts
Fixer Chip	Hana	Aqueducts
Fixer Head Key	Hana	Aqueducts
Fixer Pistol	Hana	Aqueducts
Flash Disc	Rain	Starting Inventory
Gate Key	Glas	Afghanistan
Genetic ID Card	Hana	Wing Chune Tower
Genetic Marker	Deke	City of Xi'an
Gland Blot G	Hana	Wing Chune Tower
Gold Bullion	Hana	Tomb of the Emperor
Gold VIP Bracelet	Hana	Wing Chune Party
Grappling Hook	Glas	Afghanistan
Green Key Card	Hana	Aqueducts
Guanine Disk	Hana	Wing Chune Tower
Hair Pin	Hana	Tomb of the Emperor
Hair Sample	Hana	Wing Chune Party
Holster	Hana, Rain, Glas, and Deke	Starting Inventory
Inn Room Key	Hana	Tomb of the Emperor
Jin's Package	Rain	Wing Chune Garden
Lily Coin	Hana	Tomb of the Emperor
Machine Cog	Hana	Aqueducts
Machine Key	Deke	City of Xi'an
Maintenance Key Card	Rain	Wing Chune Garden
Mercury Vial	Hana	Tomb of the Emperor
Metal Hook	Hana	Aqueducts
Mirror	Hana	Aqueducts
Mirror Segment	Hana	City of Xi'an
Moon Coin	Hana	Tomb of the Emperor
Nucleus Blot T	Hana	Wing Chune Tower
Paper Doll	Glas	Afghanistan
Peach	Glas	City of Xi'an
Pearl	Hana	Tomb of the Emperor
Phoenix Amulet	Glas	City of Xi'an
Purified Tubes	Hana	Wing Chune Tower
Remains	Hana	Tomb of the Emperor
Rock Salt	Hana	The Island
Salt	Hana	The Island
Security Keycard	Hana	Wing Chune Tower
Silver VIP Bracelet	Hana	Starting Inventory at the Wing Chune Party
Sniper Scope	Rain	Starting Inventory
Storage Room Key	Glas	City of Xi'an
Terra Cotta Key	Hana	Tomb of the Emperor
Thymine Disk	Hana	Wing Chune Tower
Tiger Plaque	Hana	The Island
Utility Key	Glas	Afghanistan
Video Room Keycard	Hana	Wing Chune Tower
Videotape A and B	Hana	Aqueducts
Water Crystal	Hana	The Island
Wood Planks	Hana	Tomb of the Emperor
Yellow Key Card	Hana	Aqueducts

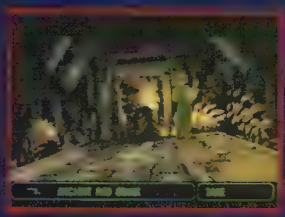
All of the items found in Fear Effect 2: Retro Helix have a specific purpose. Many can be used only once. After using some items, they simply disappear from your inventory.

Because of their unique uses, you needn't worry about using an item at an incorrect time. The game simply won't let you. If you try to use an item where it doesn't belong, the character you are playing will simply tell you "No."

Most of the items you find in Fear Effect 2: Retro Helix are retrieved from fallen enemies. To use an item, simply select it from your inventory and press ▲.

Adenosine Disk

Hana creates the Adenosine Disk by placing Blood Blot A into the computer in the DNA machine room.



Ancient Red Crank

Use the Ancient Red Crank in the Ancient Red Room. This is the other part necessary to unlock the Dragon Door within the City of Xi'an.

Archeology Key

Retrieved from a Reject in the City of Xi'an, the Archeology Key allows Hana to enter a room containing the Mirror Segment.

Astronomy Key

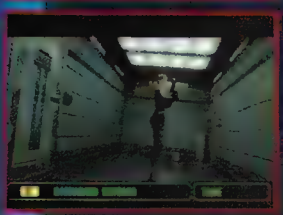
Hana receives the Astronomy Key from the mother of the missing girl during a Tomb of the Emperor challenge.

Bandage

Hana uses the Bandages when she is faced with the trials in the Tomb of the Emperor. The Bandages are placed over the eyes of the guards.

Bell

The Bell is a lucky charm given to Hana by Ts'ao Kuo Chiu at the cocktail party in the Wing Chune Party level.

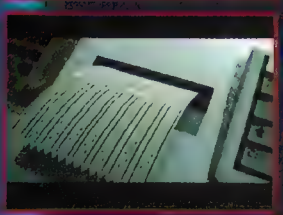


Biohazard Keycard

The Biohazard Keycard allows the holder access to the high security areas of the bio-lab in Wing Chune Tower.

Blasting Caps

The Blasting Caps can only be used in certain areas of the game. Whether you use them to create a diversion, or blast your way through a stubborn door, the Blasting Caps can do the job.

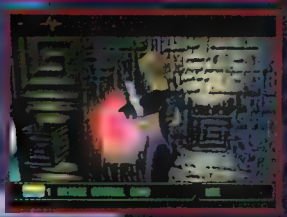


Blood Blot A

This is one of the four blots Hana must gather to solve the DNA puzzle.

Blood Sample

A Blood Sample is taken from one of Glas's men in Afghanistan to use as evidence.

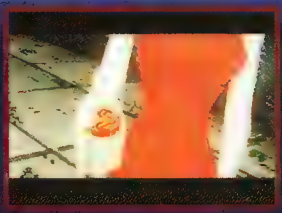


Bridge Control Card

A guard near the water valve in Pandora's Maze drops the Bridge Control Card. The card is used at a terminal to create a bridge across water, which allows Rain to join the Wing Chune party.

Bridge Tiles

Hana must find all four Bridge Tiles on the Island. When the individual Bridge Tiles are combined and thrown into the water, they form a bridge across the water on the Island.

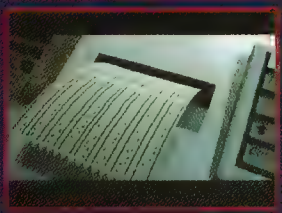


Bull Coin

Hana receives the Bull Coin after defeating a puzzle in the Tomb of the Emperor.

Bypass Keycard

Rain uses the Bypass Keycard in the Wing Chune Tower to access certain areas.

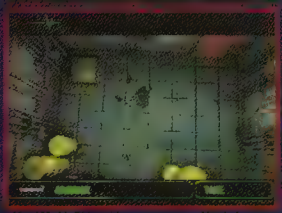


Cell Blot C

This is one of the four blots used to solve the DNA puzzle in Wing Chune Tower.

Chinese Fan

Lan Tsai Ho, the gardener on the bridge on the Island, gives the Chinese Fan to Hana.

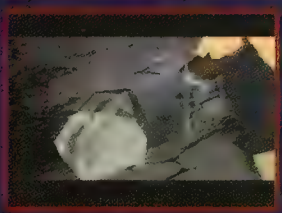


Crowbar

The Crowbar is used by Glas in Afghanistan to gain access to another area.

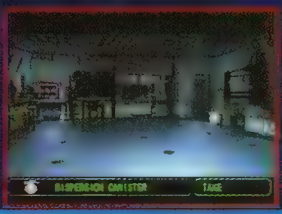
Diamond

The Diamond is retrieved from the crystal tree once all crystals have been planted and watered.



Digging Tool

Used by Hana on the Island, the Digging Tool helps Hana collect the crystals needed to complete the crystal puzzle.



Dispersion Canister

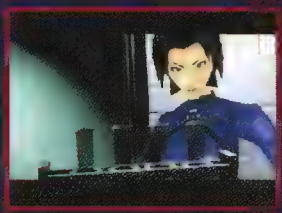
Use the Dispersion Canister before crossing the laser beams laced across the floor in Wing Chune Tower.

Butterfly Coin

Received from a ghost in the Tomb of the Emperor, the Butterfly Coin is one of the coins used in the wall puzzle.

C-4

Glas uses the C-4 explosive in Afghanistan.

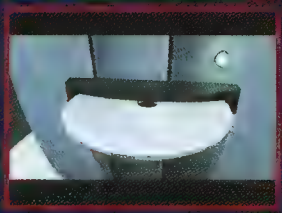


Centrifuge Tubes

Placing the Centrifuge Tubes in the Centrifuge Container is a necessary step for creating Purified Tubes.

Clay Jar

Hana uses the Clay Jar when talking to the Judge in the Tomb of the Emperor.

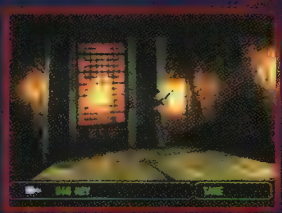


Cytosine Disk

This is one of the four disks created to solve the DNA puzzle in Wing Chune Tower.

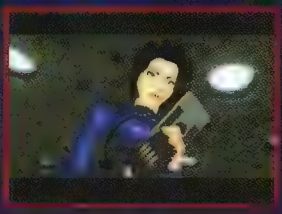
Diesel Fuel

Deke uses the Diesel Fuel in the machinery in the City of Xi'an.



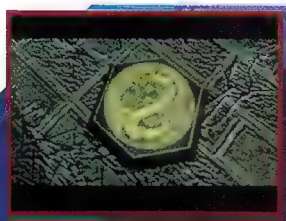
Dig Key

Obtain the Dig Key at the Tomb of the Emperor, and use it to gain access to the boss.



DNA Code Disc

Hana uses the DNA Code Disc to access a computer within Wing Chune Tower.



Dragon Plaque

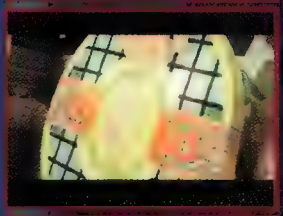
Hana obtains the Dragon Plaque from the old woman on the Island.

Dynamite

Glas uses the Dynamite to blast a hole in the wall within the City of Xi'an.

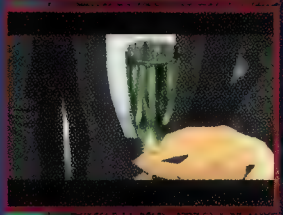
Elevator Lock Key

A Reject drops the Elevator Lock Key near the storage room.



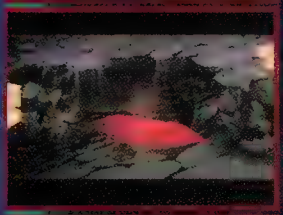
Emperor's Plaque

Hana picks up the Emperor's Plaque after defeating a boss in the Tomb of the Emperor.



Filled Glass

Hana takes the Filled Glass from Big Tom at the Wing Chune party. She uses it to toast the guest of honor.



Fire Crystal

The Fire Crystal is found in the fire area on the Island.

Fixer Chip

Hana finds the Fixer Chip lying on a desk in the Aqueducts. It is one of the parts necessary to repair a broken Fixer.

Fixer Piston

The Fixer Piston is another piece of equipment essential in restoring life to a damaged Fixer in the Aqueducts. Hana finds it while exploring.

Dress

Hana's Dress is listed as an item in her inventory when you arrive at the cocktail party at the Wing Chune Tower. Use it to distract guards at a particular moment.

Elevator Keycard

Rain steals the Elevator Keycard from a drunken security guard in the men's bathroom during the Wing Chune party. Use it to activate the elevator.

E.L.P.

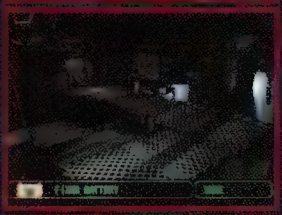
The E.L.P. is a special key allowing Hana access to tubes in the bio lab area.

Empty Goblet

Used on the Island, the Empty Goblet can be filled with water and melted down.

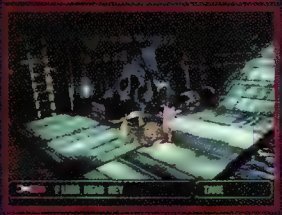
Fingerprinted Empty Glass

Hana obtains the Fingerprinted Empty Glass after toasting Dr. Liu at the Wing Chune party. She uses it later to get into places she otherwise couldn't access.



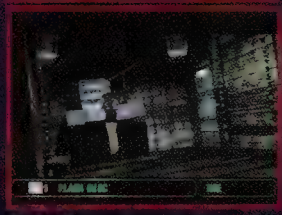
Fixer Battery

Hana picks up the Fixer Battery from a Fixer after destroying it. The Fixer Battery is the final piece needed to reactivate a broken Fixer.



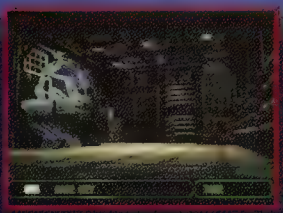
Fixer Head Key

Hana obtains the Fixer Head Key from a broken Fixer in the Aqueducts. It is used to open a Fixer for repairs.



Flash Disc

Rain has the Flash Disc in her inventory at the start of the game. The Flash Disc is an essential tool for this expert hacker whenever she's trying to break through tough security systems.

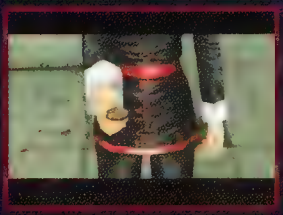


Gate Key

A fallen soldier in the first area of Afghanistan drops the Gate Key. Glas uses this key to gain access to other areas.

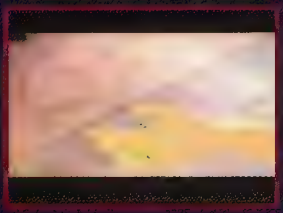
Genetic Marker

Deke first acquires the highly sought-after Genetic Marker in the City of Xi'an.



Gold Bullion

Hana receives the Gold Bullion from a spirit in the Tomb of the Emperor to pay for a room at the Inn.

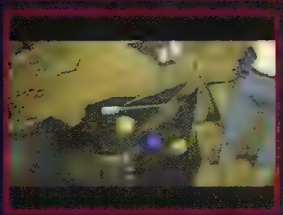


Gold VIP Bracelet

Ts'ao Kuo Chiu gives the Gold VIP Bracelet to Hana when she speaks with him at the cocktail party. It's used to gain access to the VIP area at the Wing Chune party.

Green Key Card

The Green Key Card is used to unlock green security doors in the Aqueducts.

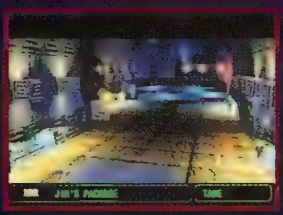


Hair Pin

The first ghost Hana meets in the Tomb of the Emperor gives her the Hair Pin, which gives access to a portal in the Pagoda.

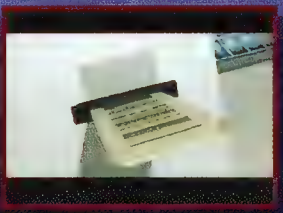
Holster

When you're in an area where brandishing a weapon blows your cover, you must holster your weapon. Just select your Holster from the inventory screen to hide your firearms.



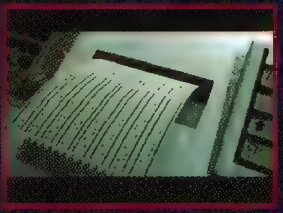
Jin's Package

Rain finds Jin's Package deep within the maze in Wing Chune Garden. It provides her with items necessary to complete her mission.



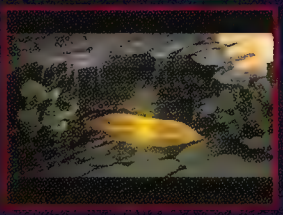
Genetic ID Card

Use the Genetic ID Card to access certain areas of Wing Chune's bio-lab.



Gland Blot G

The Gland Blot G is one of the four blots used to solve the DNA puzzle in Wing Chune Tower.



Gold Crystal

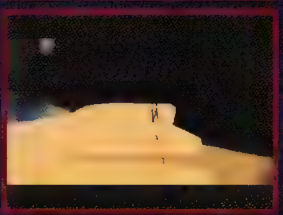
This is found in a goblet on the Island.

Grappling Hook

Glas uses the Grappling Hook to scale the rooftops of Afghanistan.

Guanine Disk

This is one of the four disks created for solving the DNA puzzle in Wing Chune Tower.

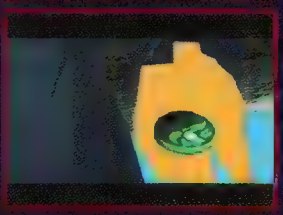


Hair Sample

Hana snags a Hair Sample from Dr. Liu at the Wing Chune party. Using the DNA obtained from the Hair Sample, Hana creates a keycard allowing access to sensitive areas of the bio-lab.

Inn Room Key

Use the Inn Room Key at the Inn during one of Hana's trials in the Tomb of the Emperor.



Lily Coin

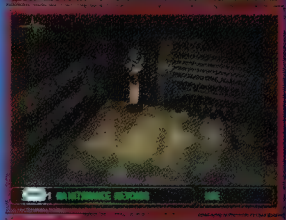
Received from a ghost in the Tomb of the Emperor, the Lily Coin is used in the wall puzzle to unlock doors within the tomb.

Machine Cog

Hana finds the Machine Cog lying on the ground in the Aqueducts. Use it to fix a piece of aging machinery.

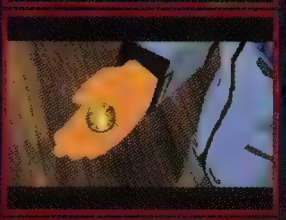
Machine Key

Once the machine is filled with Diesel Fuel, Deke uses the Machine Key to start up the machine.



Maintenance Keycard

The Maintenance Keycard allows Rain to return to Pandora's Maze after finding Jin's Package.

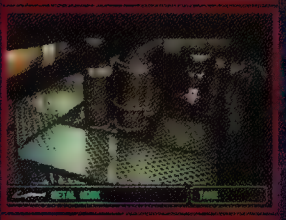


Medal of Bravery

Lu Tung Pin awards the Medal of Bravery to Glas after he successfully completes a challenge.

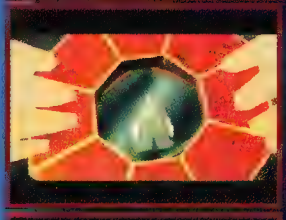
Mercury Vial

The Emperor gives Hana the Mercury Vial once she has successfully completed the challenges of the Tomb of the Emperor.



Metal Hook

Hana finds the Metal Hook lying on a grate early on in the Aqueducts. She can use it to pry a different grate up from the floor, allowing her to retrieve a Security Keycard.

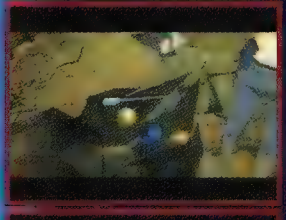


Mirror

While trying to escape the Aqueducts, a fallen student gives the Mirror to Hana.

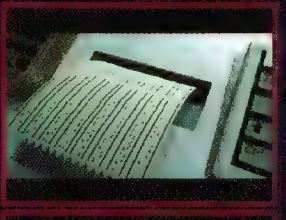
Mirror Segment

Hana collects the Mirror Segment in the City of Xi'an to unlock a certain door.



Moon Coin

A ghost gives Hana the Moon Coin to use in the wall puzzle within the Tomb of the Emperor.



Nucleus Blot T

This is one of the four blots used to solve the DNA puzzle in Wing Chune Tower.

Paper Doll

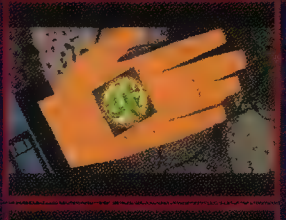
Glas' brother Drew gives him the Paper Doll at the infirmary in Afghanistan.

Peach

Glas receives the Peach from an old man in the City of Xi'an.

Pearl

The Emperor gives Hana the Pearl in the Tomb of the Emperor.



Phoenix Amulet

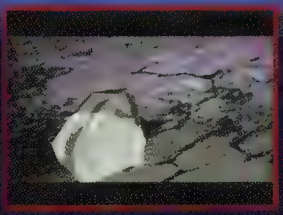
The Phoenix Amulet is given to Glas after he rescues Ho Hsien Ku.

Purified Tubes

The Purified Tubes are the result of placing the Centrifuge Tubes into the Centrifuge Container within Wing Chune Tower.

Remains

During one of Hana's trials in the Tomb of the Emperor, she must find Remains and take them to the parents of the deceased.

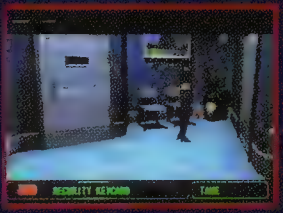


Rock Salt

Hana grinds the Rock Salt into Salt while on the Island.

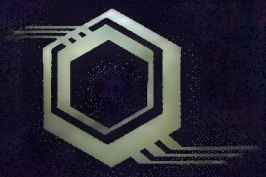
Salt

The Salt is used on the Island to destroy the sea monsters.



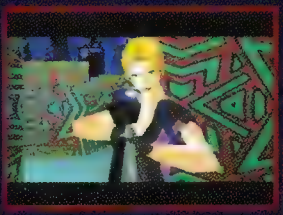
Security Keycard

Lifted from a Bio-Enforcer in the bio area of Wing Chune Tower, you can use the Security Keycard to access certain areas within the bio-lab.



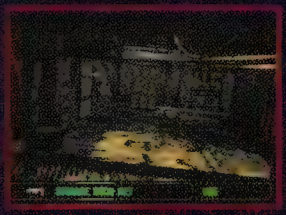
Silver VIP Bracelet

Hana uses the Silver VIP Bracelet to enter the Wing Chune party in disguise. Unfortunately, it only allows her limited access to the party.



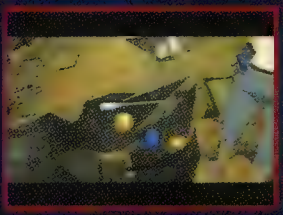
Sniper Scope

Rain begins the game with a Sniper Scope, which she can attach to her Assault Rifle in order to pick off enemies from a distance. This can only be done in a certain area.



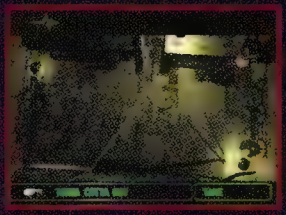
Storage Room Key

The Storage Room Key is given to Glas by an old man in the City of Xi'an.



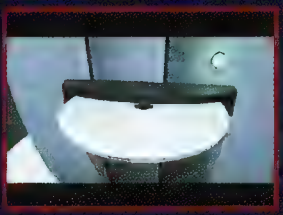
Sun Coin

The Sun Coin is given to Hana by a ghost in the Tomb of the Emperor; it is used in the wall puzzle.



Terra Cotta Key

Found in the Tomb of the Emperor, the Terra Cotta Key unlocks the Terra Cotta Door.



Thymine Disk

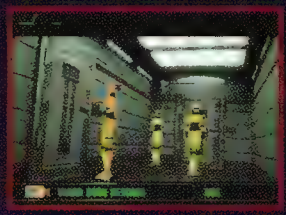
The Thymine Disk is one of the four disks created to solve the DNA puzzle in Wing Chune Tower.

Tiger Plaque

An old woman on the Island gives Hana the Tiger Plaque.

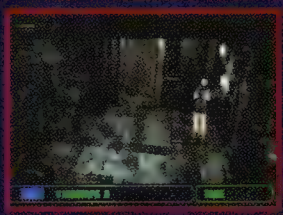
Utility Key

Gain access to the Utility Building in Afghanistan with the Utility Key.



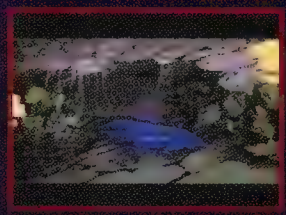
Video Room Keycard

Obtained in Wing Chune Tower, the Video Room Keycard is the only security card that allows you access to the Video Room.



Videotape A and B

These tapes are found in two different places inside the Aqueducts. When viewed on a video machine, they provide Hana with valuable clues that she needs to complete her mission.



Water Crystal

The Water Crystal is collected from the water area on the Island.

Wood Planks

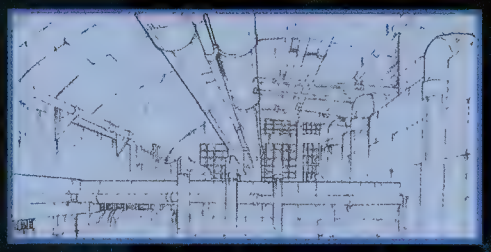
Hana uses the Wood Planks in the Tomb of the Emperor to create a walkway.

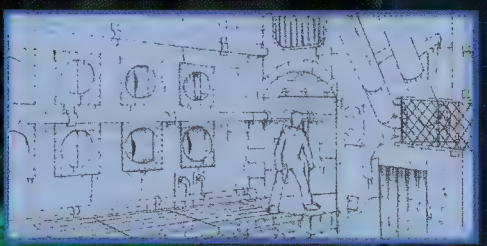
Yellow Key Card

Hana finds the Yellow Key Card below a grate in the Aqueducts. She uses it to unlock yellow security doors.

THE AQUEDUCTS

Within the bowels of the Hong Kong aqueduct system, a vast matrix of tunnels and burrows lies dormant to the outside world. Knowing that the District Utility Maintenance Hub can be accessed from beneath the city, Hana and Rain plan an alternative route into the Wing Chune DNA Genetics complex, bypassing its nearly impenetrable security systems. Unfortunately, things never seem to go as planned.





hana's items list*

ITEM	LOCATION
>> .90 Pistol	Starting
>> .90 Pistol x2	Starting
>> Blasting Caps	Starting
>> Shotgun	Starting
>> Assault Rifle	Starting
>> Uzi	Starting
>> Holster	Starting
>> Cellular Phone	Starting
>> EMP	near Yellow Security Door
>> Metal Hook	near Yellow Security Door
>> Yellow Key Card	under metal grate near beginning
>> Videotape A	on ground past the generator
>> Fixer Piston	lying near a broken Fixer before the second steam puzzle
>> Mirror Segment	receive from Student
>> Green Key Card	receive from Student
>> Uzi	near downed Student
>> Machine Cog	lying on the floor after downed Student
>> Fixer Head Key	lying on the floor near broken Fixer in previously flooded area
>> Shotgun	on the ground near the barrels in the massacre room after Rain fights the Planner
>> Videotape B	dropped by a Fixer in the video room
>> Fixer Battery	dropped by a Fixer near the Aqueducts entry point
>> Fixer Chip	on a desk behind the door with a coded lock

rains's items list*

ITEM	LOCATION
>> Knife	Starting
>> .90 Pistol	Starting
>> .90 Pistol x2	Starting
>> Assault Rifle	Starting
>> Flash Disc	Starting
>> Rifle Scope	Starting
>> .90 Pistol x2	Starting
>> Assault Rifle	Starting
>> Flash Disc	Starting
>> Rifle Scope	Starting

SCENE 1: FIND THE GENERATOR

Follow Rain to the control panel. The next sector is blacked out, and the door is jammed shut. Rain suggests that Hana should look for a generator while she works on the control panel.

Head through the door to the left of Rain. Follow the walkway past the two doors and down a ramp. There's a save point at the bottom.

At the bottom you encounter two Fixers, robots employed to keep the aqueducts working and clear of vermin.

TIP

Hana's Fear Meter appears in the top-left corner of the screen as you head down the ramp. This is your heads up that danger is nearby.

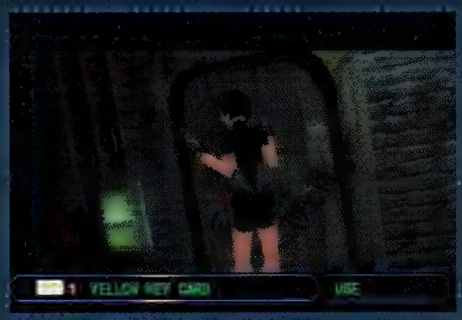
Arm yourself with the pair of .90 Pistols. Blast the Fixers as soon as they're in your sites.

Take the clips dropped by the downed Fixers, then enter the dark cubbyhole to the right of the door and pick up the EMP.

Find the grate to the left of the door that the Fixers were in front of to discover a Metal Hook.

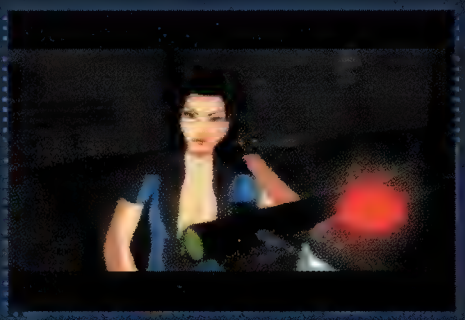
Head back up the ramp and enter the door at the top.

Use the Metal Hook while standing on the grate inside the room to snatch the Yellow Key Card.



Go back down the ramp to the area where the Fixers were, and use the Yellow Key Card to enter the door in the back of the room.

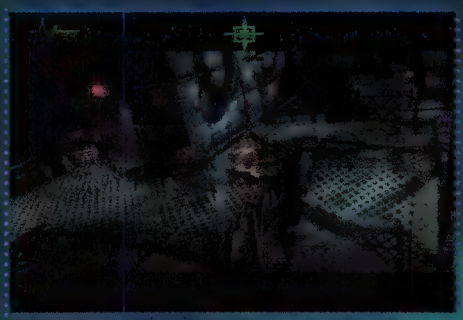
Climb down the ladder to find a generator and a save point.



Activate the generator, and Rain will order Hana to return quickly.

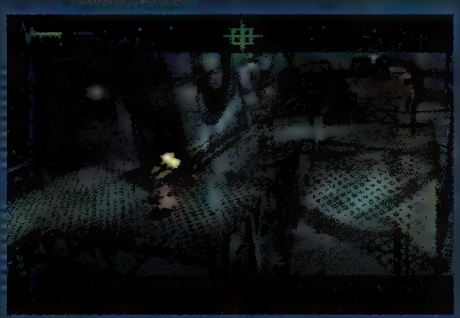
TIP

It's a good idea to arm yourself with your newly found EMP. You can disable the Fixers through doors by powering up the EMP and blasting before entering an area. At the very least this will save your ammo, and it may very well save your life.



Backtrack to where you last left Rain, but be careful, as more Fixers have wandered into the area. Blast the Fixer that drops from the ceiling as you creep up on the other two Fixers around the corner.

The generator gives out just as Hana reaches the door.

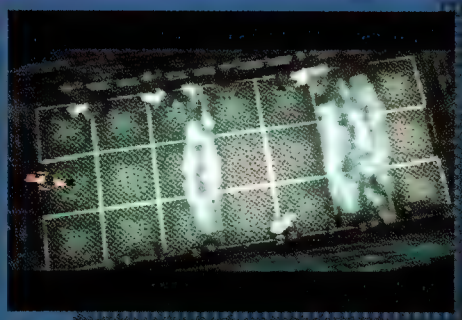


Use the Yellow Key Card again to access the stairway leading to the generator. Return to the generator and activate it a second time. Be prepared to face more Fixers on your way back to the generator.

The generator must be in need of a maintenance check.

With Hana temporarily slowed down by the current condition of the generator room, your control automatically switches to Rain.

SCENE 2: UNINVITED GUESTS

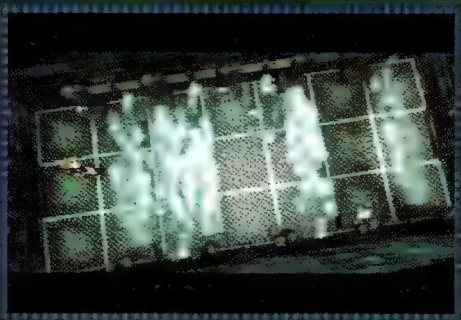


Rain is locked in a room full of active steam vents, a cheap but effective security system.

NOTE

The steam will hurt Rain if she's caught in it, so be careful. You can stand pretty close to the edge of the steam without taking damage, though, so don't be too cautious. You can also pass through the steam as a vent is shutting off to buy yourself a little time.

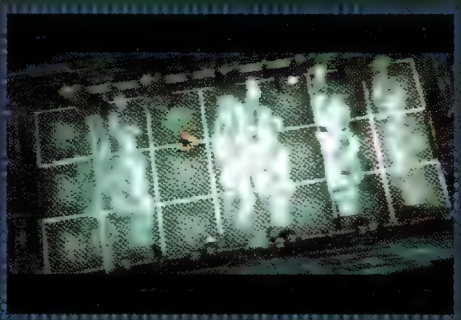
STEAM VENT PUZZLE



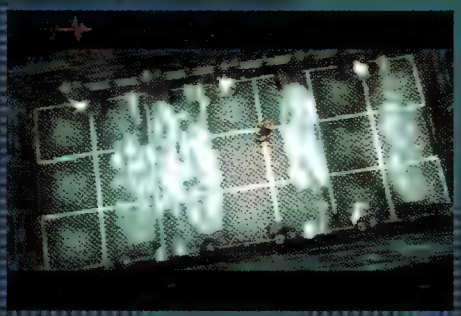
Wait for the first steam vent to activate and stop again. When it stops, move forward so that you're just outside the blast from the second vent.

When the second vent stops, step forward again, staying out of the steam from the third vent.

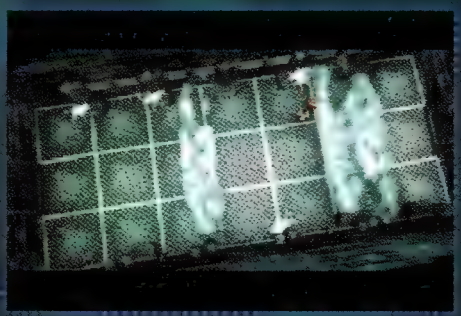
When the third vent stops, dash forward so that you're in line with the fifth vent.



Prepare to back up when the fifth vent fires so you're in front of the fourth.

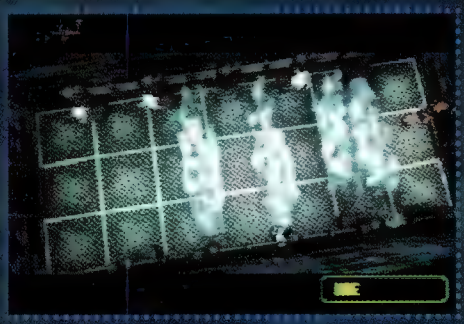


When the fourth vent stops, dash forward so you're in line with the sixth vent.



Wait for the seventh vent to stop, then stand in front of it.

Quickly dash in front of the eighth vent when it stops, or you'll be hit by steam from the seventh vent.



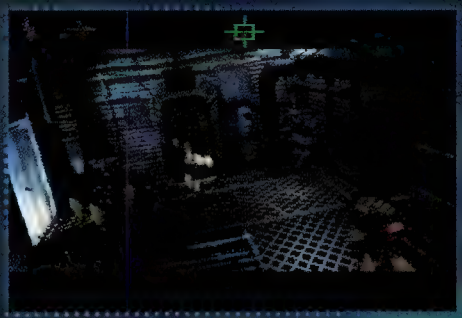
Now just wait for each vent to stop in turn, and continue pushing toward the door on the opposite side.

NOTE

If you're having trouble getting through, just remember to stand in front of each of these vents in order: 1, 2, 5, 4, 6, 7, 8, 9, and out.

TIP

Be sure to arm Rain before leaving the steam vent area. As soon as Rain walks through the door, she's faced with two Fixers armed and ready for combat.



After leaving the steam room you encounter more Fixers, so have your guns ready.

Head down the hallway and climb the ladder at the end to find a save point. Be sure to use it.

THE CRUSHER PUZZLE

Go through the door past the save point. The room beyond contains another tricky trap used to crush unwanted visitors.

The first portion of this trap has three crushers. There is a safe spot just past the third one. Wait for the third crusher to hit twice, then run to the safe spot.

For the second set, wait for the first two crushers to hit at the same time, then dash forward to the next screen once they retract.

Be careful not to run too far. There's another set of crushers ahead.

To get past the last set, wait for the first crusher to hit and retract, then walk forward so you're standing in front of the second.

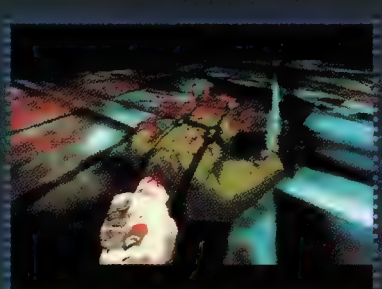
When the third crusher hits and retracts, walk forward and stand in front of the fourth.

Wait for the fifth crusher to hit and retract, then step forward and wait for the last two crushers to hit and retract before pushing forward to the door on the opposite end.

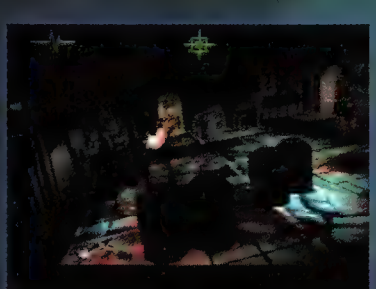
NOTE

Are you feeling brave? The crusher puzzle is timed so that you can actually run straight through it without getting hit. Decide for yourself if you want to go through it cautiously, or be bold and just charge straight ahead.

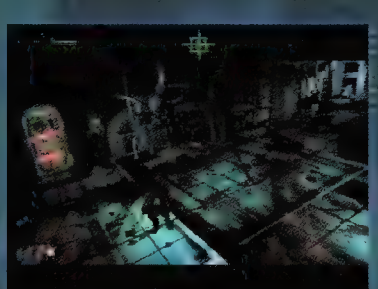
You find a couple of Fixers waiting for you outside the crusher room. Have your guns ready.



Enter the door at the end of the hallway to encounter a grisly scene.

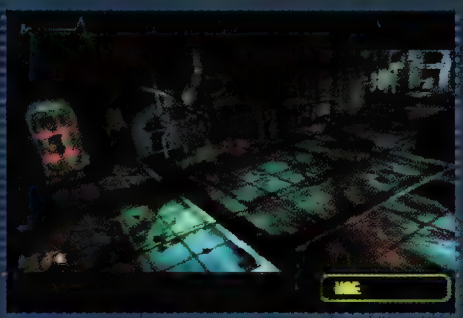


There are several Fixers in this room. You may need to switch to your Assault Rifle if you're running low on Pistol ammo. Be sure to gather all of the clips dropped by the now-pulverized Fixers. You can never have too much ammo.

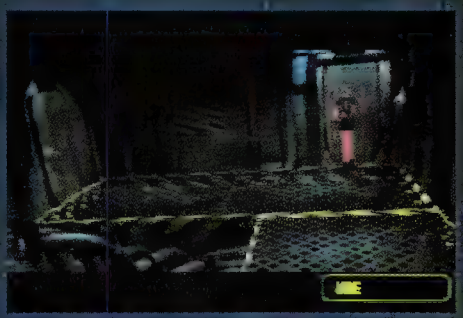


Some traumatized workers are roaming the area. Don't mess with them, and they won't mess with you. However, they do sometimes drop ammunition when dispatched.

FLOOR SECURITY SYSTEM PUZZLE



Go through the first door on the right of the door you entered. Be ready to do battle with more Fixers on the other side of the door.



Go in the door on the right to access the computer room.

Use the Flash Disc on the computer, and you'll be prompted to enter the codes for the 80th and 86th floors.

NOTE

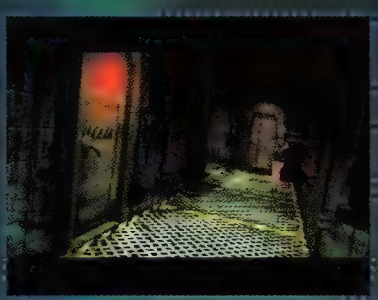
Create the numbers 80 and 86 in turn by punching in the proper codes.

First enter "432BDC" for the 80th floor.

Then enter "432BDA" for the 86th floor.

Go back to the large room where you met the group of Fixers. There are two more Fixers in this room now, so be prepared. Head to the door in the back of the room.

Take advantage of the save point in the hall.

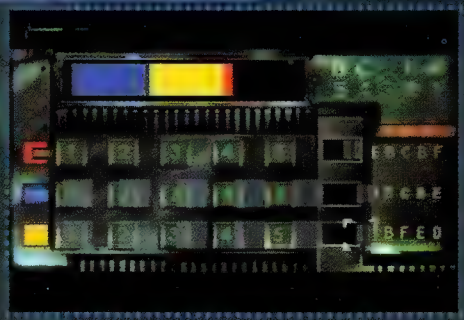


Go through the first door. Watch out for the Fixer that drops from the ceiling. Go through the door at the end of the hall.

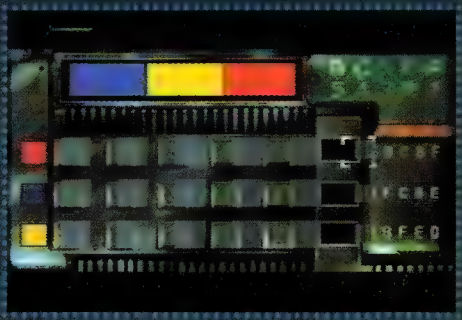
There are two computers in this room: Use the one on the right.

POWER SYSTEM PUZZLE

The bar at the top of the display is blue, so start with the blue numbers. Deciphering the code is easy. The letters next to each line represent the proper sequence. On the top is a legend translating the letters into numbers. Since the blue line code is "DFCBE," punch in the code "31452." Then flip the switch at the end of the row.



This causes the bar at the top to fill to one third and change to yellow, so use the yellow row of numbers next. Punch in "45123" and flip the switch at the end of the row.



There's only one row left. Use the red row to punch in "23451," and flip the switch at the end of that row.

Properly entering all three sequences starts up a generator and activates the other computer in the room.

Enter the following five numbers: 2, 5, 10, 13, and -1. When all five numbers are properly placed, hit the OK button to activate a pump.

TIP

If you accidentally select the wrong number, don't worry. Just press the same number again to deselect it.

SCENE 3: REALLY BIG RATS

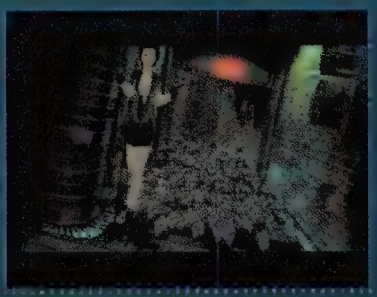
You switch back to Hana. Be sure to save your game before progressing.

DRAINAGE SYSTEM PUZZLE

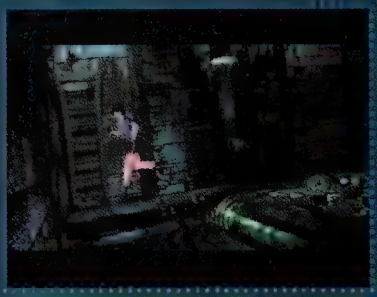
Go to the second terminal to find a series of numbers with a large keypad. The top row of keys contains positive values while the second row has negative values. To solve the puzzle, enter the difference between each set of numbers on the display above.

Head across the water using the broken generator as a bridge.

As you round the corner you spy a tape on the ground.



Approach the tape, and a horde of rats charges into the room.

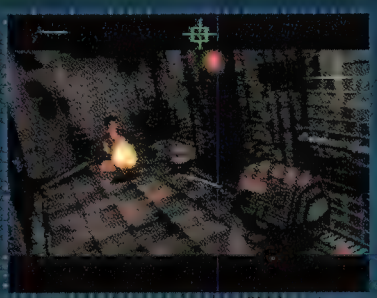


Quickly backtrack to the ladder near the broken generator to dodge the vermin.

CAUTION

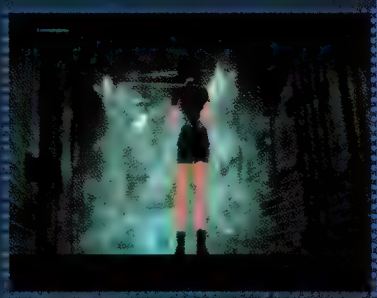
If you hesitate or get hung up returning to the save point, Hana will trip, and the rats will devour her.

Once the rats are gone, return to the hall and pick up Videotape A.



Continue into the room where the rats were and go through the door. Eliminate the Fixer waiting in the hall.

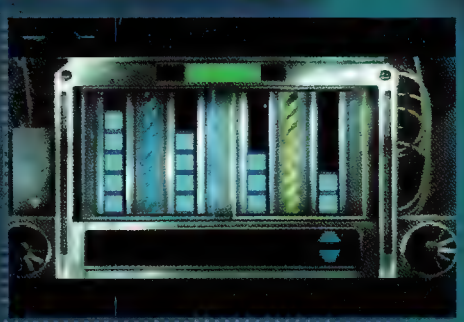
Continue down the hall and enter the door on the right. Take the Fixer Piston from the demolished Fixer found in the room.



Return to the hall and head left. There's a lot of steam ahead that Hana can't pass. Solve the steam puzzle in order to clear the path.

STEAM CURTAIN PUZZLE

First check the wall to the bottom of the screen. This shows you the puzzle's solution.



Go to the top wall and adjust the bars to the following settings, in order, by pushing up on the Directional Keypad: 5 bars, 4 bars, 3 bars, and 2 bars.

Continue to the left, and Hana will encounter someone with some information, a Green Key Card, and the Mirror Segment for her.

SCENE 4: MUTANT MAYHEM

You switch back to Rain, who is still inside the computer room.

Arm yourself before heading out of the computer room, as there is a Fixer waiting on the other side of the door. Travel back to the large room where you battled several Fixers.

TIP

Take advantage of the save point before heading back into the large room.

THE PLANNER

Rain encounters the Planner. This powerful brute is out to capture her, so run like crazy. He can only attack at close range with his giant wrench, so keep your distance.

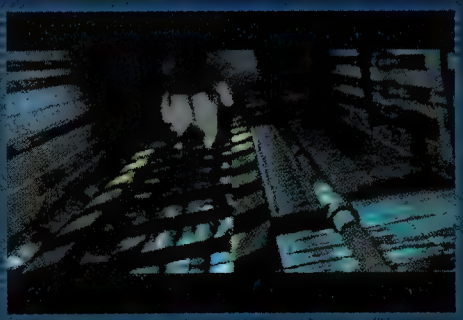
Try to put the barrels between Rain and the Planner. The Planner usually gets stuck behind the barrels, so you can pick him off from a distance.

TIP

If you can't make use of the barrels, run away from the Planner and dodge his attack. Then quickly fire a few shots at him, and begin running again before he can catch up with you. After taking a swipe at you, the Planner screams. That's the time to fire at the beast. If this is your strategy, use the Assault Rifle, as the Pistols are just too slow.

When the Planner appears to be finished, inspect his body for weapons. Hasn't this woman ever seen a horror flick?

SCENE 5: RESCUING RAIN

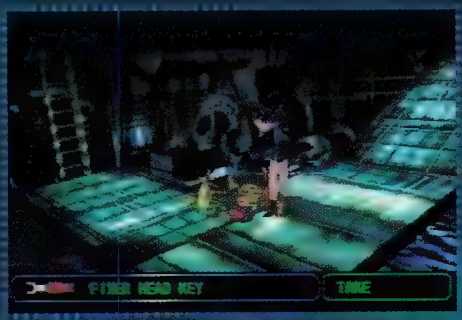


When you switch back to Hana, climb the ladder.

Collect the Machine Cog that is sitting on the floor.

Open the door with the Green Key Card and head left through the door in the back of the room.

Another Fixer drops from the ceiling when you near the next door. Blast it, then go through the door and climb down the ladder. Don't worry about the Fixer on the ramp across from you for now. He doesn't see you, and you can't shoot him from where you are.

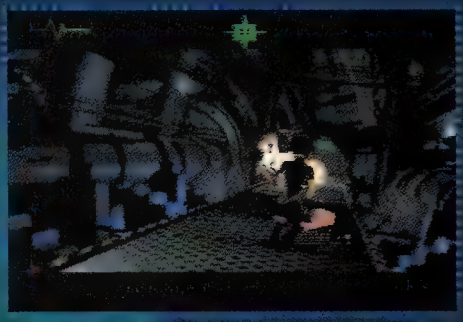


After reaching the lower level, you can shoot that Fixer on the ramp above you. Be sure to pick up the Fixer Head Key lying on the ground next to the downed Fixer before you head up the ramp.

Go up the ramp and through the door on the top to enter a familiar area. A Fixer is on the other side of the door. Be ready to fight.

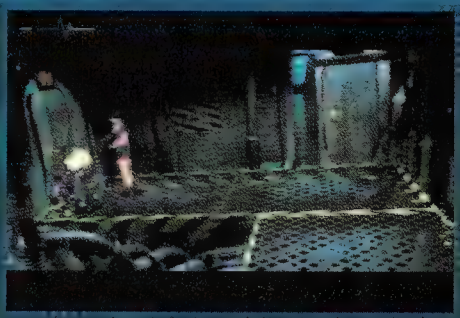
As you near the ladder, another Fixer drops from the ceiling. Climb down the ladder and save your game at the save point.

Go through the door to the crusher puzzle. Be sure to save your game before attempting to get through the crushers. Refer to "The Crusher Puzzle" earlier in this section if you need help getting past this puzzle.



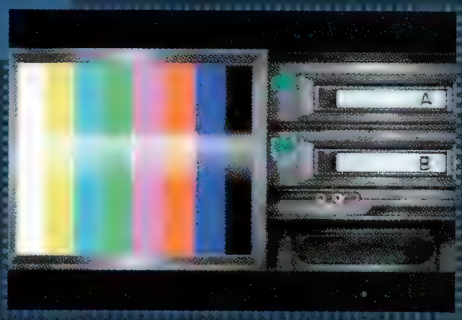
There are a couple of Fixers in the hall after the crushers. Be ready to fight, as one of them will drop on you from above once you're past the halfway point.

Continue through the hall and out the door at the end to the room where the Planner was.



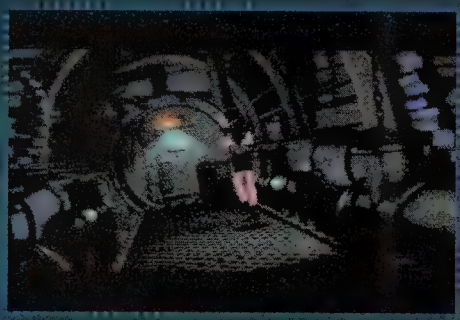
Enter the door to the right, then go through the door on the left. There are more Fixers about, so beware.

The Fixer inside the room has Videotape B in its possession. Don't forget to pick it up.

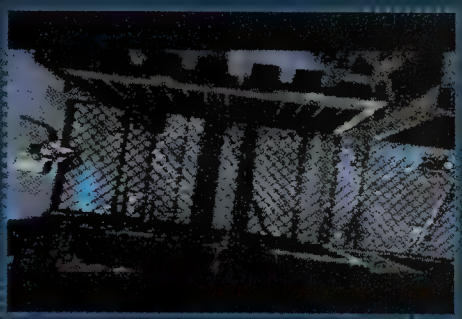


Use the equipment in the back of the room to view both videos. Pay attention, as one of the tapes contains a code you'll need later.

Go back to the room where the Planner was. Search the perimeter to find a spot where you can place the Machine Cog. Doing so causes a large Fixer to drop near the area where you began the level.



Go through the door to the left. Then backtrack through the crushers to the area where Rain and Hana began their adventure. You encounter three Fixers on your way back to the beginning. The third one drops the Fixer Battery.



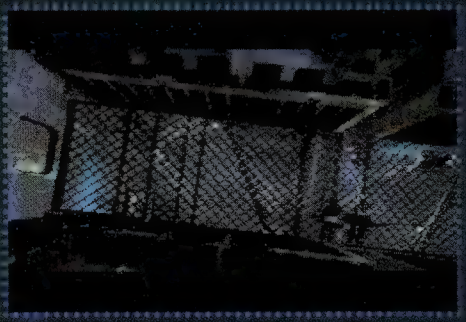
Going back through the crushers is a little more difficult than it was the first time.

For the first half of the crusher puzzle, wait for the two in the middle to slide out.

Run as far as you can.

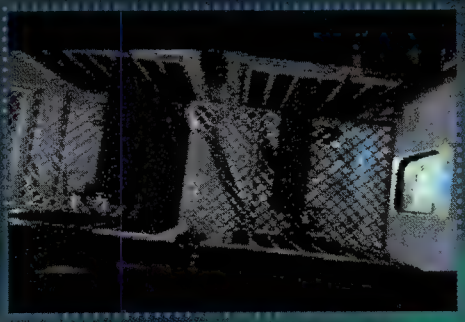
When the next two bars retract, run as far to the right as you can.

A wall closes directly behind you. When that wall retracts, back up one so the oncoming bar does not hit you.



As soon as the bar in front of you retracts, run to the right.

For the second half of the crusher puzzle, wait for the first wall to close. When it retracts, slowly walk forward.



When the next two walls close and retract, run to the middle.

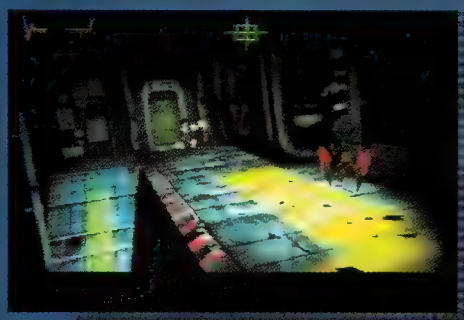
The last part of the crusher puzzle is comparatively easy. Wait for the first wall to close and retract twice, then just run to the door.

After you have the Fixer Battery, head back to the room where Rain was captured and use the door on the opposite side of the room. In the new area, use the security code you obtained to unlock the second door in this room.

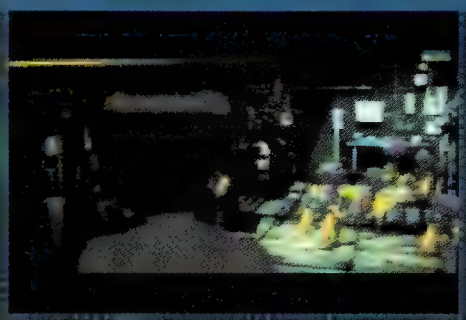
NOTE

A Fixer drops from the ceiling as you near the second door. If you're using double Pistols, be sure not to hit the bystander in the room. Otherwise, you'll be taking fire from him as well as the Fixer.

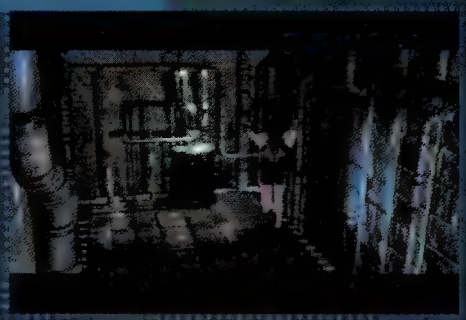
The code to unlock the door is "92572," but if you paid attention to the videos you already know this.



Go through the door and destroy the two Fixers walking around the area.

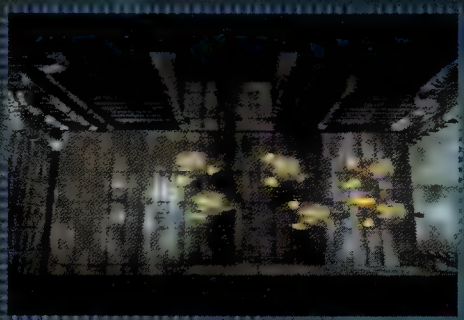


Creep down the ramp to find a horde of Fixers scurrying about at a maddening pace. Not even Hana can handle so many enemies at once.

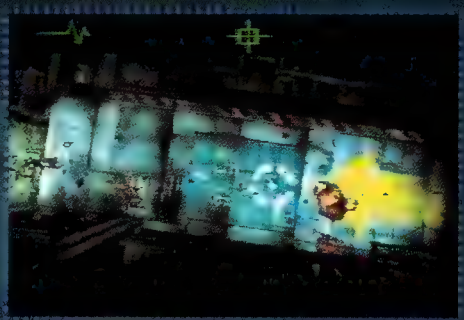


Go back up the ramp and follow the walkway going through the door at the end. This leads to a dead end where you'll find some machinery in the alcove.

Place the Blasting Caps on the machinery.



When the equipment blows, it attracts the attention of the horde of Fixers you saw earlier, so quickly run back and hide in the alcove across the hall before the door to dodge them.



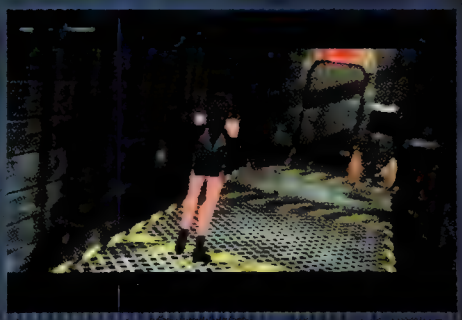
Exit the room to encounter four more Fixers that must have been on their way to help with repairs.

Go down the ramp where the Fixers were, and blast another Fixer on its way up the ramp. At the bottom of the ramp, pick up the Fixer Chip from the desk.

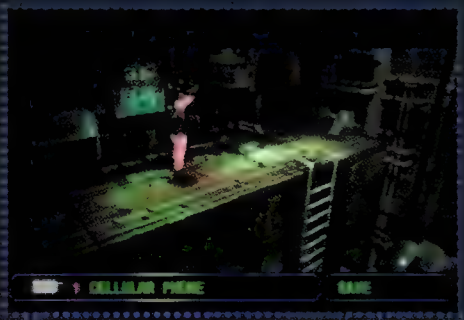
Backtrack through the door you unlocked with the security code, and enter the next door on the same wall.

Follow the grated hall around, and use the Fixer Head Key on the broken Fixer.

Place the Fixer pieces you've collected in the proper places. Follow the screenshot to successfully complete this puzzle.



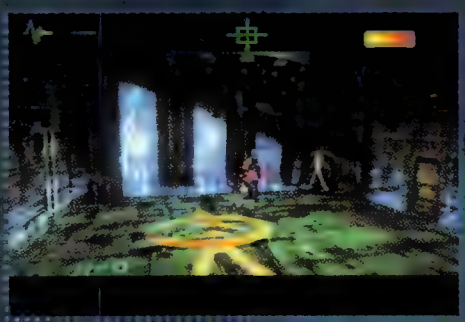
The repaired Fixer has just enough energy left in it to immediately repair the broken door at the end of the hallway.



Go through the repaired door and use the save point to save your game.

Climb down the ladder to find Rain in a precarious situation. Inspect her, and the Planner appears.

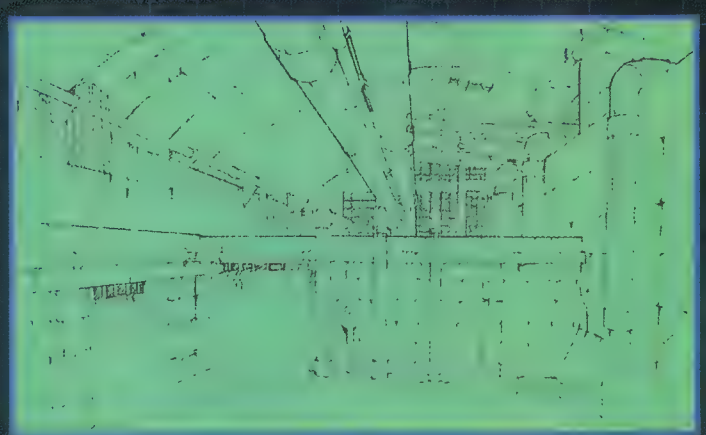
THE PLANNER

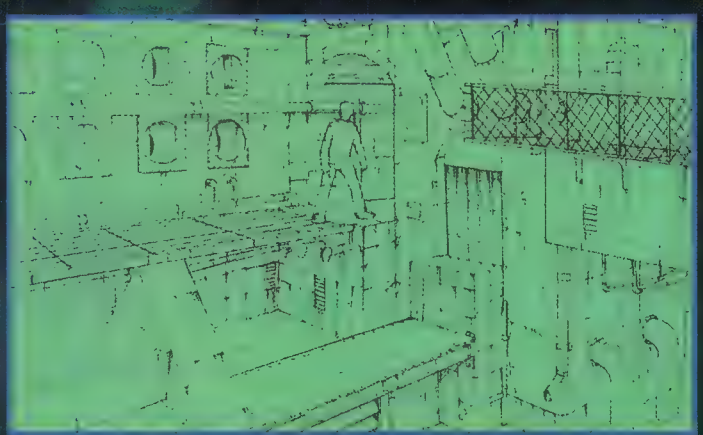


Keep your distance from the Planner, and shoot him so that you knock him into the electrical fields at either end of the room. Do so three times to defeat him.

CAUTION

Knocking the Planner into the electrical fields three times might sound easy, but it's not. The Planner's hits are powerful and can down any self-respecting mercenary with two or three hits. Get some distance between you and the Planner to get off straight shots to knock him back into the electrical fields. Keep running until you can line up the shot you need.





Check on Rain after the battle. She tells Hana to find two bombs and deactivate them.

You have two minutes to deactivate the bombs. Race back up the ladder and go through the door into the previous hall. Enter the door with the red light above it to find the first bomb. Use the bomb in order to deactivate it.

Go back into the hall and find the second yellow door. The second bomb is inside. There's also a Fixer, so be ready to battle.

CAUTION

The bombs are in adjacent rooms. One door has a red light on the top half. In your hurry, don't mistake the two identical doors as entrances to the same room.

When both bombs are deactivated, return to Rain.

A bomb is set off, and it's a final race to the exit. Stay ahead of the fireball and just run. When you get to the end, help Rain with the door to escape certain death.

WING CHUNE GARDEN MAZE

The Wing Chune compound is the epitome of technological innovation and hosts a wide range of scientific and military research projects. But even scientists appreciate attractive scenery. Enter Hana and Rain. Without an official invitation to this Christmas gathering, they use their cunning and charm to get closer to their goal.

hana's items list*

ITEM	LOCATION
>> Dress	Starting
>> Silver VIP Bracelet	Starting
>> Filled Glass	Taken from Big Tom near the bar
>> Gold VIP Bracelet	Given by Chau Chu
>> Hair Sample	Taken from Dr. Liu
>> Fingerprinted Empty Glass	Switched with Dr. Liu in order to get his fingerprints.
>> Bell	Given to Hana by Ts'ao Kuo Chiu at the party

rain's items list*

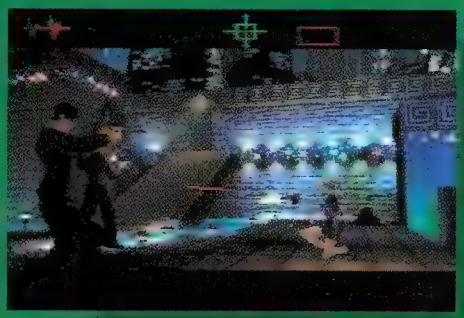
ITEM	LOCATION
>> Jin's Package	Near the gargoyle statue
>> Maintenance Keycard	In Jin's package
>> ARC Taser	In the room behind the waterfall
>> Bridge Control Card	Dropped by a security guard
>> Elevator Keycard	Taken from drunken security guard in the men's bathroom

SCENE 1: INFILTRATION

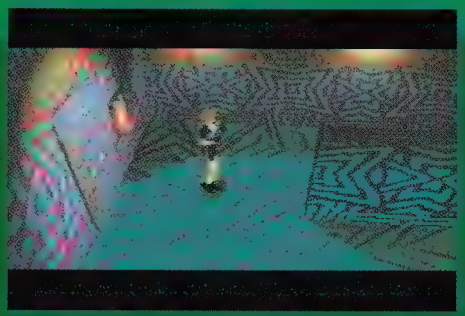
While Hana's rubbing elbows at the Wing Chune party, it's up to Rain to find Jin's package and disable the security systems for the elevator and upper floors.

You start this area as Rain. Be sure to save your game at the save point at the beginning.

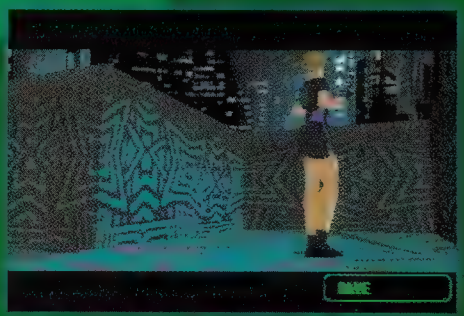
Arm yourself with the dual Pistols and take out the three guards on the other side of the door. Sneaking up on them is nearly impossible, but don't open fire while all three guards are on screen. That's a little too much heat for Rain to endure. Pick up the Uzi dropped by one of the guards.



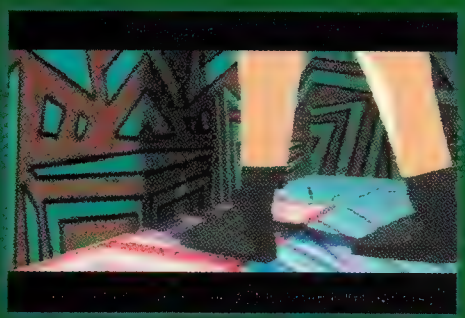
Head up the ramp to the left. Three more guards are wandering around this area. Act quickly to avoid taking severe damage.



Enter the door at the top of the ramp in this area to enter the Wing Chune Garden Maze. A guard waits on the other side of the door as you enter the maze. Try to sneak up on him and dispatch him with your Knife. However, don't risk it if your Fear Meter is in the red. You don't want to risk an up close and personal encounter with an enemy Uzi.

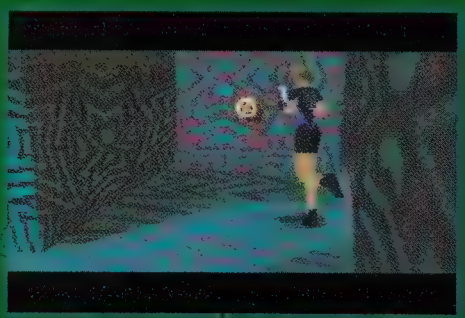


Head down the corridor opposite the flashing panel next to the door. There's one guard wandering around here, and there's a save point where the passage dead-ends. Pick up another Uzi once you've downed this guard.

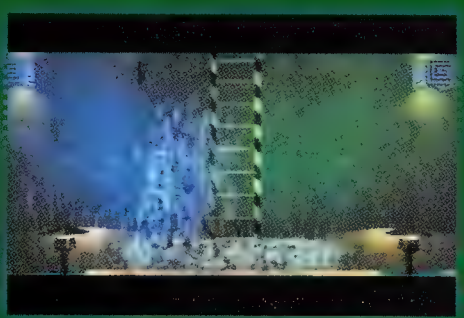


Backtrack to the door and take the other path. Ahead is an oddly colored panel on the ground.

Step on the floor panel, and the wall lowers to reveal a banner. Rain comments on how Hana might handle the situation, but don't shoot the banner yet.



Continue through the maze past the first floor tile and take the path left. Follow it until the path splits, and go left again to find a water valve.



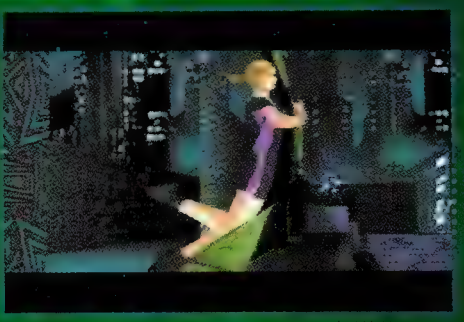
When you reach the water valve, turn it to stop the flow of water, allowing access to a stairway behind the waterfall in the previous area. Don't worry about going there just yet.

Go back to the split and take the path to the right. You encounter a guard, but you can sneak up on him. Step on the floor tile at the end of the hall to lower a wall.

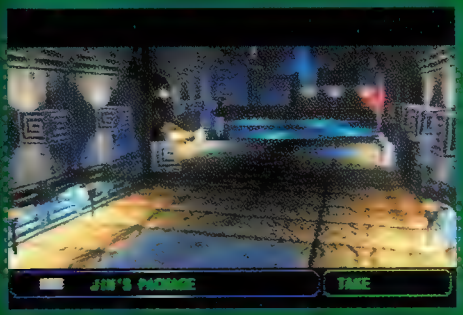
Select the Sniper Scope and connect it to your Assault Rifle by pressing ▲. Rain automatically picks off the two guards walking below her position. Be very careful not to fire your weapon accidentally, or the guards will quickly eliminate Rain.

Head back to the first floor tile you stepped on. Be prepared to encounter more guards on your way back.

Return to the first set of floor tiles you passed when you entered the maze. Step on them to lower the wall, allowing you access to the banner.



Shoot the banner, and Rain performs a less than graceful acrobatic move to reach the area below.



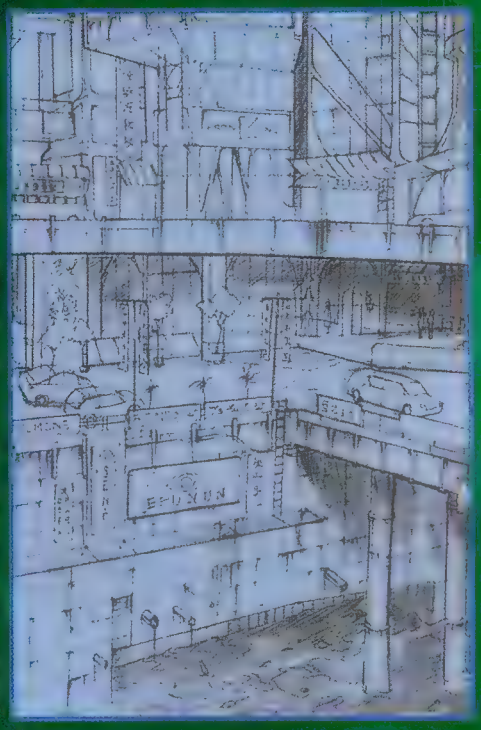
Rain picks up Jin's Package, which is lying on the ground nearby.

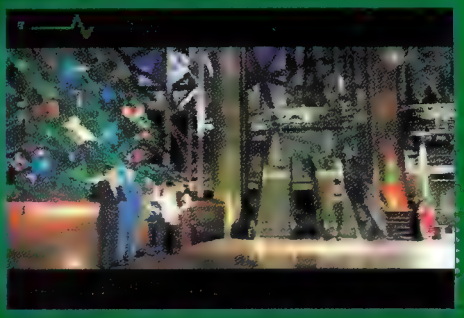
SCENE 2: WING CHUNE PARTY

Everybody loves a good party, but Hana isn't here for a good time. She's got to find Dr. Liu, but the hardware she's carrying is setting off the wandering guards' weapon sensors. Keep your distance from those guards and your guns holstered.

NOTE

If you want to get to an area occupied by a guard, lure him to another area. Do so by getting close enough to the guard to set off his weapon sensor, then lead him to a different spot. This is an easy way to clear an area of security, but be very careful. If Hana is caught, your game is over.





Use the escalator to reach the second floor, avoiding any guards on your way.

Talk to Big Tom near the bar, which is located next to the ramp up to the third floor. Speak with Tom twice to learn that Dr. Liu is in the VIP area, and that access is limited to those having a gold bracelet. You also receive a Filled Glass from Tom that will come in handy later.

NOTE

Save your game before going any further. The save point is located inside the ladies' rest room to the left of the bottom of the ramp.

Walk up the ramp to the third floor. As you near the red carpet, Ts'ao Kuo Chiu introduces himself.

Ts'ao Kuo Chiu gives you his Gold VIP Bracelet to access the VIP area. He also gives you a Bell as a good luck charm.

Show the Gold VIP Bracelet to the stationary guard at the end of the red carpet on the top floor to gain access to the VIP Lounge.

There are a lot of security guards roaming the VIP Lounge. Keep your distance while trying to find Dr. Liu.

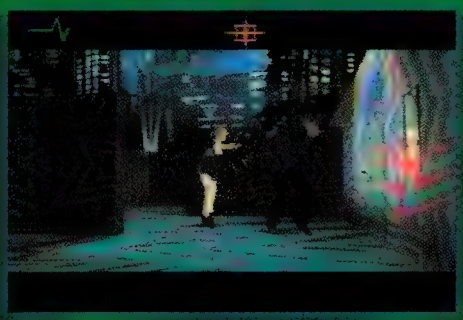
Head to the right from the entrance to find Dr. Liu standing near the railing in the far corner. Use your Filled Glass on Dr. Liu to strike up a conversation, take a Hair Sample, and steal Dr. Liu's glass with his fingerprints.

Leave the VIP area and check in with Rain.

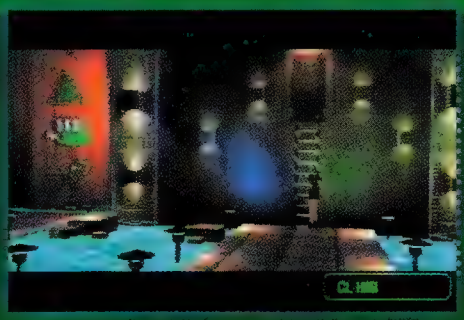
SCENE 3: THE SECURITY SYSTEM

It's time for Rain to swing back into action.

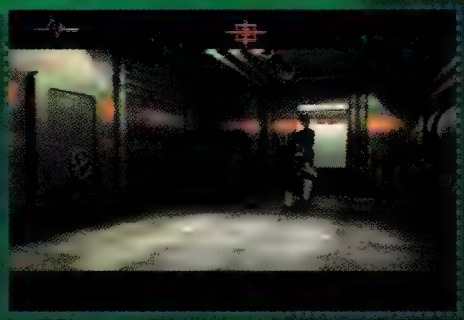
Go straight ahead and use the multicolored flashing panel to form a ramp leading back up to the Wing Chune Garden Maze.



Find your way back through the maze to the entrance, dispatching any guards who may be waiting.



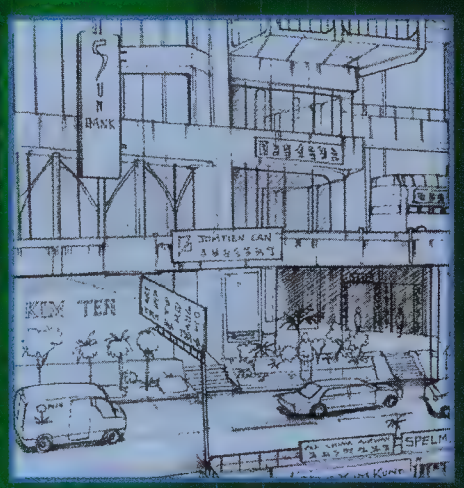
Go through the door and find the ladder that appeared behind the waterfall you shut off earlier. Sneaking around doesn't help in this area, so have your guns ready as soon as you pass through the doorway.



Climb the ladder and enter the room at the top. If you sneak into the room, you can use your Knife to silently deal with the first guard. However, the two remaining guards require a more direct confrontation.

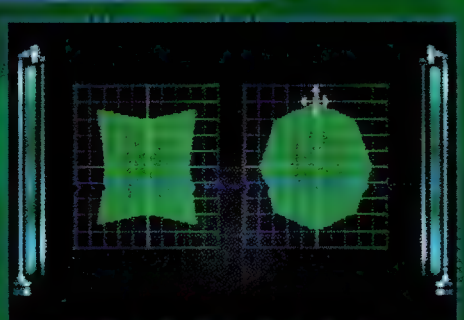
After the guards inside are eliminated, use the Maintenance Keycard on the door in the corner to access a new area and a save point.

Use the Flash Disc on the computer in the room after the save point. Eliminate a security guard when you enter this room.

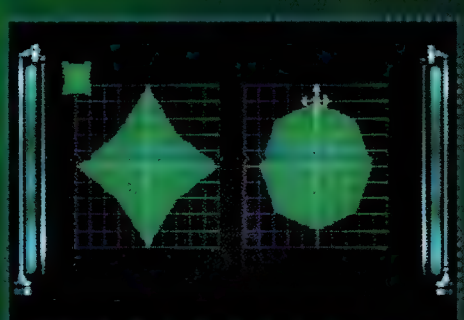


SECURITY SYSTEM PUZZLE

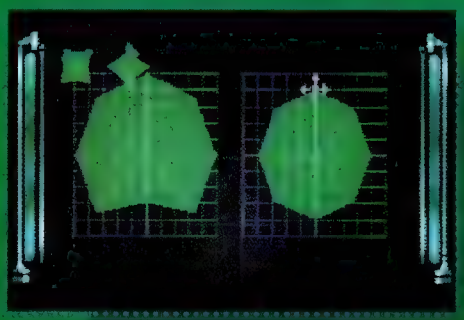
Once in the puzzle, transform the shape on the right to match the shape on the left. Move the Directional Keypad according to the following instructions, and press × to bend the shapes.



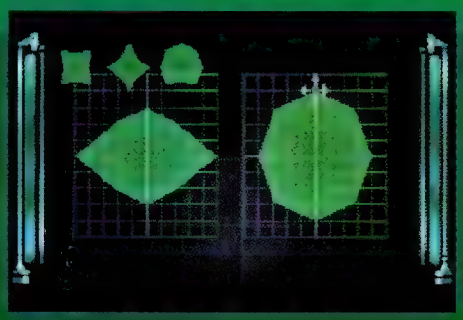
Shape 1: ↓,↑,↓,↑,↓,↑,↓,↑



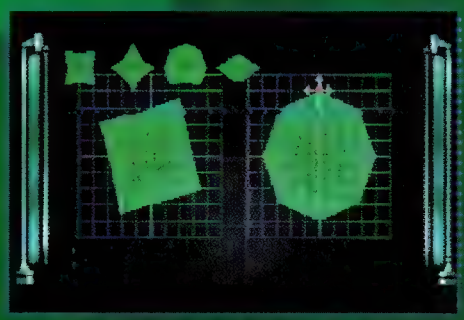
Shape 2: ↑,↓,↑,↓,↑,↓,↑,↓



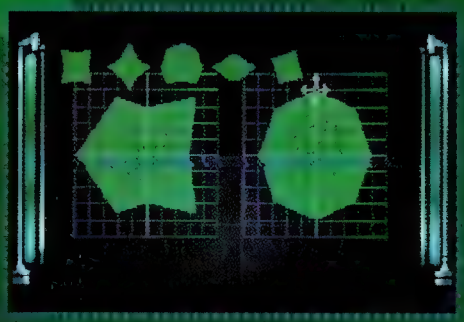
Shape 3: ↑,↑,↑,↑,↓,↑,↑,↑



Shape 4: ↓,↓,↑,↓,↓,↓,↑,↓



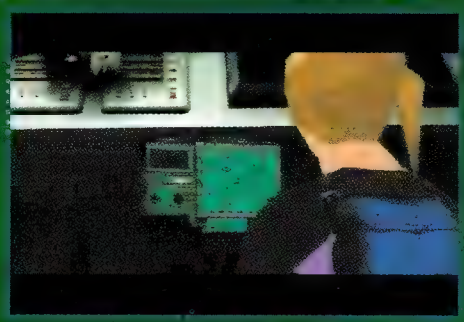
Shape 5: ↓,←,↓,←,↓,←,↓,←



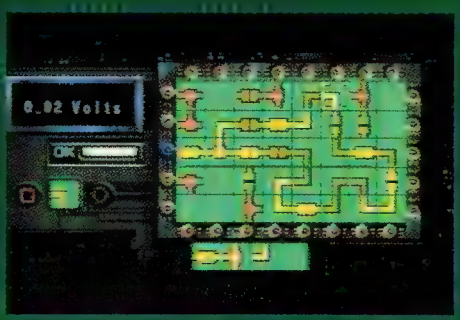
Shape 6: ↓,→,↑,←,↓,↑,↓,↑

CIRCUIT PUZZLE

After you have successfully completed this puzzle, go into the next room to access another computer terminal.



This puzzle is a little more complex. Your goal is to complete the circuit, reducing the final voltage to 00.00 volts.

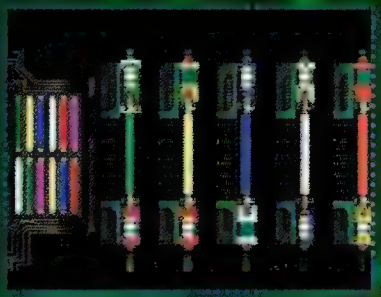


Following this example, duplicate the circuit pattern to reduce the final voltage to 00.00 volts.

After the circuit is complete, press the "OK" button to unlock the next room and activate the video screens.

Walk into the next room and use the monitor closest to the doors to access the next puzzle.

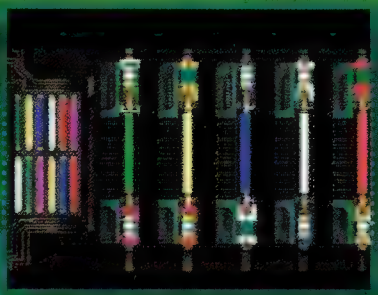
ELEVATOR CIRCUITRY PUZZLE



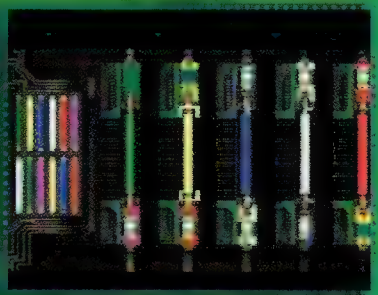
To complete the elevator circuitry, align the colored circuits to match the bottom pattern on the left side of the screen.

NOTE

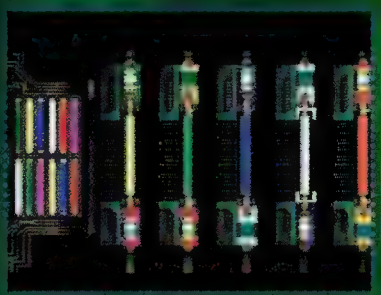
There are five fuses that you must use. Only four can be in place when you are attempting to move the colored circuits. The fifth fuse must be in your hand.



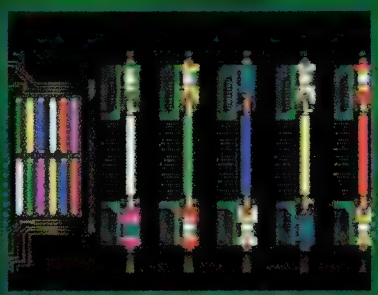
First, deactivate the circuits you want to swap by placing the fuses in the same colored slots in the top and bottom. Begin by swapping the green and yellow circuits.



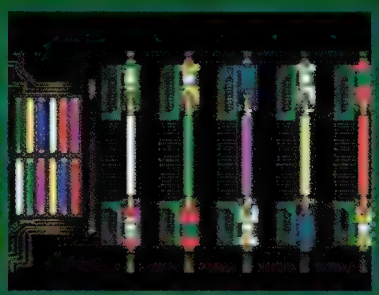
You start with one fuse in your hand. Place the fuse in the first slot on the top. Pick up the fuse from the fifth spot on the top and move it to the fifth spot on the bottom. Pick up the fuse from the third spot on the bottom. Swap the green and yellow circuits.



Place the fuse in your hand in the fourth spot on the top. Pick up the fuse from the first spot on the top and move it to the third spot on the bottom. Pick up the fuse from the sixth spot on the bottom. Swap the yellow and white circuits.



Place the fuse in your hand in the third spot on the top. Pick up the fuse from the fourth spot on the top and move it to the sixth spot on the top. Pick up the fuse from the second spot on the top and move it to the first spot on the bottom. Pick up the fuse from the third spot on the bottom and move it to the fourth spot on the bottom. Pick up the fuse from the fifth spot on the bottom. Swap the purple and blue circuits.



Place the fuse in your hand in the fifth spot on the top. Pick up the fuse from the sixth spot on the top and move it to the first spot on the bottom. Pick up the fuse from the first spot on the bottom. Swap the red and blue circuits.

All that hard work alerts security to Rain's presence.

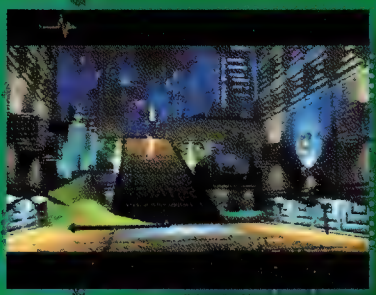
Head back to the area with the save point. There are guards in the areas you were in before, so be prepared. You can sneak up on them pretty easily.

The first guard in the next room coughs up the Bridge Control Card.

Enter the door past the save point. Here, you encounter two security guards.

Return to the Wing Chune Garden Maze, clearing the area of guards as they appear.

SCENE4: CRASHING THE PARTY



Return to the first sliding wall panel and head down the ramp behind it.

Use the Bridge Control Card at the red flashing control panel to create a bridge across the water so Rain can rejoin Hana.

Go up the escalator and enter the men's restroom at the top.

Sneak past the guards walking between the mirrors and the stalls to reach the guard in the back of the restroom.

NOTE

If you get caught, you'll be thrown out of the bathroom, but it won't end your game. Make sure to save your game at the save point before leaving the bathroom.

Use the vomiting partygoer to steal the Elevator Keycard. Sneak back out of the bathroom. Even if you're caught at this point, it's okay, since you have what you came for.

Avoid the guards while moving to the elevator, which is to the left of the escalator and around the ramp.

Use the Elevator Keycard to enter the elevator.

Now that you've switched back to Hana, head to the elevator where Rain is waiting. Use the control panel to enter the elevator.

Once inside, talk to Rain. Then go to the back corner of the elevator and use Hana's Dress to occupy the guards watching on the security cameras.

WING CHUNE TOWER

High above the skyline of Hong Kong, the Wing Chune genetics complex holds a secret biotechnology. Only with precise planning will Rain and Hana be able to pull off this DNA heist. But can they complete their mission and get out alive? With some extreme firepower, they might be able to take out the greatest security in the city without alerting anyone.

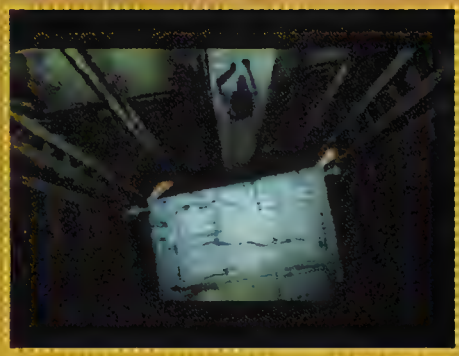
hana's items list*

ITEM	LOCATION
>> E.L.P.	Starting
>> DNA Code Disc	Starting
>> Dispersion Canister	In first room on counter
>> Security Keycard	Dropped by Bio-Enforcer in red hallway
>> Flame Canisters	In Cat Eye room
>> Rocket Shells	In Cat Eye room
>> SS 2000	In Bio-Enforcers' weapon cache
>> RL 480	In Bio-Enforcers' weapon cache
>> Genetic ID Card	Created by analyzing the Hair Sample
>> Centrifuge Tubes	In closet in the centrifugal machine room
>> Gland Blot G	Place the Purified Tubes in the DNA machine
>> Blood Blot A	Place the Purified Tubes in the DNA machine
>> Cell Blot C	Place the Purified Tubes in the DNA machine
>> Nucleus Blot T	Place the Purified Tubes in the DNA machine
>> Guanine Disk	Place Gland Blot G in the computer in the room near the weapons cache
>> Adenosine Disk	Place Blood Blot A in the computer in the DNA machine room
>> Cytosine Disk	Place Cell Blot C in the computer in the room past the laser beams
>> Thymine Disk	Place Nucleus Blot T in the computer in the room near the power room

rain's items list*

ITEM	LOCATION
>> Biohazard Keycard	Taken from fallen Bio-Enforcer near elevator
>> Plasma Wrists	In bio-suit
>> Video Room Keycard	In bio-suit
>> Bypass Keycard	In bio-suit

SCENE 1: BREAKING & ENTERING



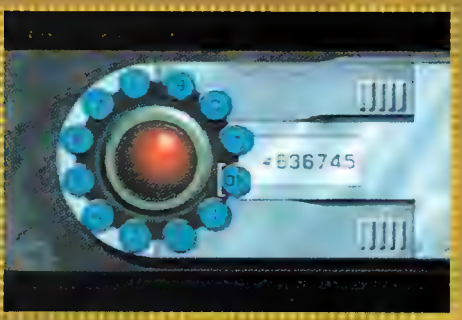
As Hana, climb the ladder on the side of the elevator shaft until the cinema kicks in.

If you hesitate for even a moment during your descent, Hana will pay for it with a bullet in your brain, and you have to start over.

SCENE 2: LOCATE AND DEACTIVATE THE SECURITY SYSTEM

As Rain, enter the door to the right of the elevator.

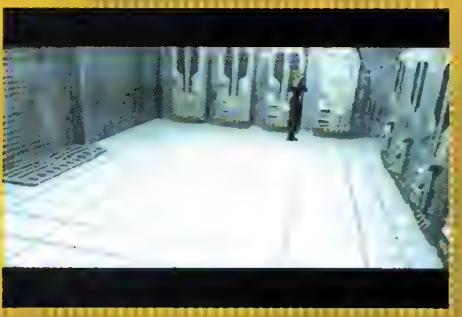
There is a Bio-Enforcer waiting on the other side of the door. Have your guns drawn. When defeated, the Bio-Enforcer drops a Biohazard Keycard that you need to get deeper inside the lab.



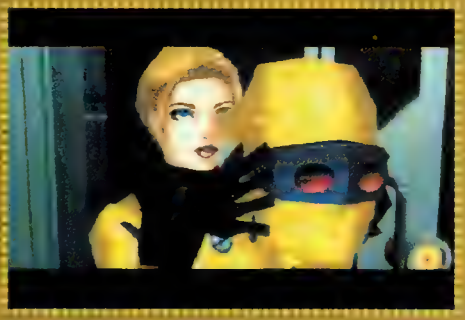
Inspect the lock on the last door in the hallway. Remember the code "836745" printed on the lock.

Return to the main hall and head away from the elevators to the bio-lab doors. Be armed and ready for the Bio-Enforcer after you cross the hall. Use the save point on your way to the bio-lab.

Use the Biohazard Keycard to open the bio-lab door. There are two Bio-Enforcers ready to attack as soon as you enter the room, so be ready.



From the overhead view, enter the door on the left and grab the bio-suit from the flashing locker on the back wall.



Rain finds several useful items in the bio-suit, including a Video Room Keycard and a Bypass Keycard. While wearing the bio-suit she is limited to one weapon — Plasma Wrists — which are used by all Bio-Enforcers.

When Rain is wearing the bio-suit, the Bio-Enforcers ignore her as long as she keeps her weapon holstered. Don't draw your weapon until absolutely necessary.

Return to the elevator area and enter the door on the left.

Use the Video Room Keycard to enter the door on the left side of the hall.

Go to the control panel with nine video screens on the back wall, and input the code "836745" that you found on the door lock earlier.

Entering the code activates a robot in another area.

Cross the room and use the second control panel.

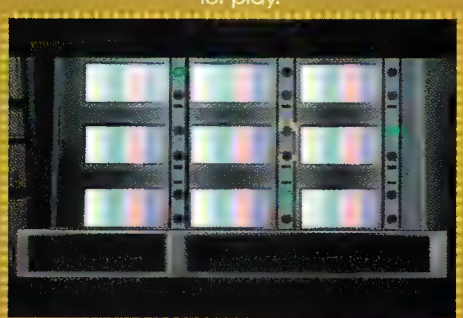
Activate the orange sensor and release it from the starting position by pressing the Directional Keypad.

Reposition the orange sensor to the second position, a flashing green dot on the right. Guide the sensor by pressing the Directional Keypad. Work with the moving arrows on the floor, which forces the sensor around the area.

It's easiest to work from the topright corner into the second position.

When you reach the second position the robot selects a videotape and inserts it for play.

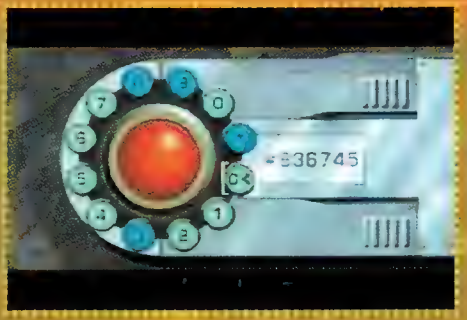
Return to the video monitors on the other side of the room.



View all of the monitors by selecting a screen and pressing ✕. Each monitor gives you a different bit of information that may be useful later on. Pay particular attention to the two monitors that provide codes.

The right monitor in the center row provides the code, "42B3DA." Pay close attention to the display above the code. This shows the proper alignment, which you'll need later.

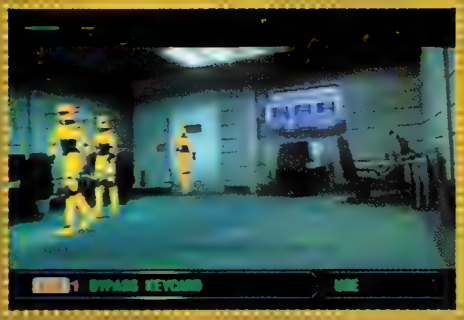
The right monitor in the bottom row provides the code "AA1s277."



Return to the elevator shaft and enter the door on the right. Go to the communication door and enter "AA1S277," then press the OK button.

There are two Bio-Enhancers in this room, so unless you want a shootout, keep your weapon holstered.

SECURITY SYSTEM OVERRIDE



Use the Bypass Keypad on the door in the back of the room.

Go to the back of the room and use the Flash Disc on the computer in the corner.

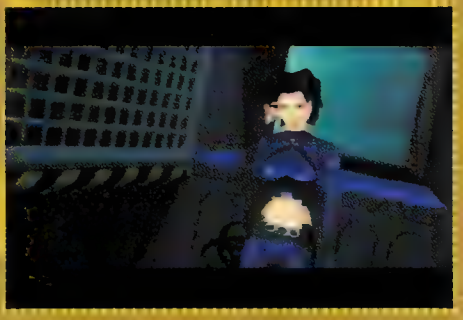
You must push the code "42830A" on the monitor in front of you. Access the letters and numbers by pushing up and down on the Directional Keypad.

SCENE 3: DNA

Assuming the top row is row #1 and the bottom row is row #6, the solution to the puzzle is as follows:

- 4 in row #3
- 3 in row #2
- 2 in row #5
- D in row #6
- B in row #6
- A in row #4

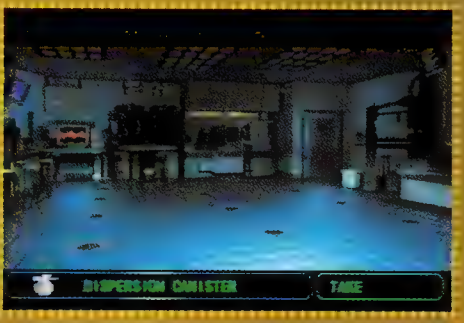
When you properly input the code, Hsien will have access to the security system.



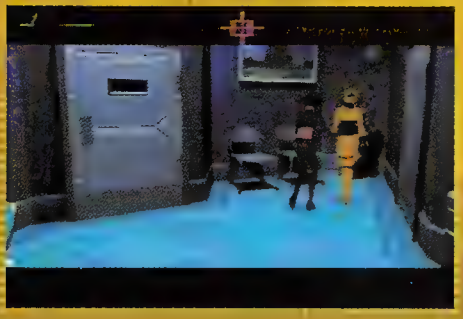
Hsien has 30 seconds to override a security panel before the room she is locked in is filled with toxic gas.

Quickly cross the room. You find a small security panel next to the door in the corner. Attempt to use the panel.

You can't use the panel, so you must find another option. Back away from the panel so that Hana's back is to the door, and do the next best thing – shoot it.

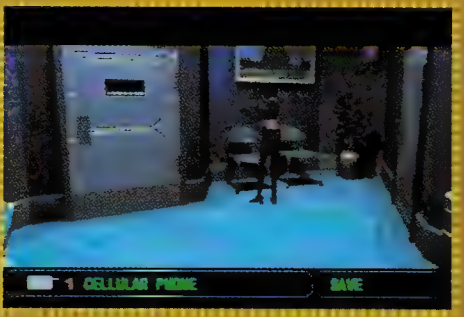


With the panel destroyed, the threat is over and Hana can explore the room freely. Before you leave, pick up the Dispersion Canister sitting on a counter near the door.

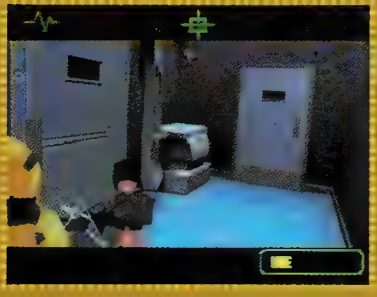


Exit the room. If you move with stealth, you can sneak up on a Bio-Enforcer waiting on the other side of the door.

The Bio-Enforcer drops a Security Keycard when dispatched. Be sure to grab it.



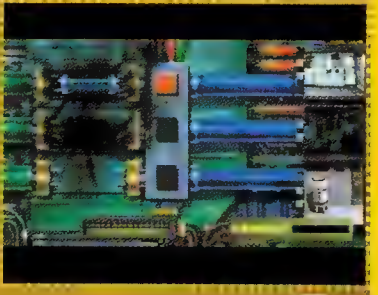
Use the save point, then go through the door to the left.



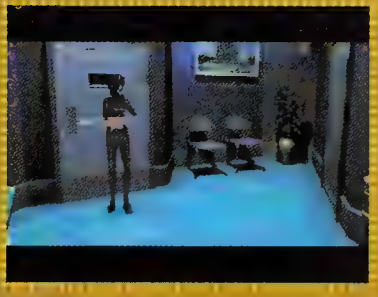
Have your guns ready. There's a Bio-Enforcer patrolling the hall.

After eliminating the guard, use the Security Keycard to pass through the door at the end of the hall.

Cross the room and use the fuse box.

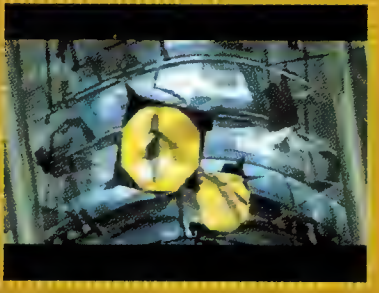


When you use the fuse box you find that Hana's attack on the security panel blew out two of the three fuses. Therefore, two of the areas shown on the right side of the box are without power. Press the top button to restore power to the first area.



Return to the room with the save point.

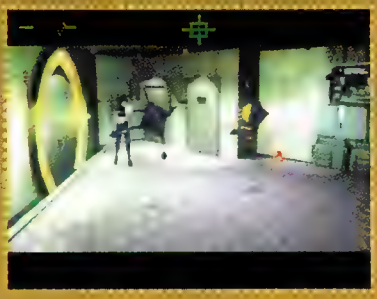
Use the Security Keycard on the door to the right of the save point.



As Hana enters the next hallway, two Cat Eyes attack. Quickly eliminate them with your guns, or stun them with the EMP. Only use the EMP if you're running low on ammunition. You'll pass through this hall again, so it's better to eliminate the threat altogether.

CAUTION

Keep your distance from Cat Eyes after shooting them, or you'll be caught in their explosive aftermath.



Upon entering the heavy circular security door at the end of the hall, you find two more Cat Eyes on guard. Eliminate them, then pick up the Flame Canisters and Rocket Shells lying around the room.

NOTE

Neither the Flame Canisters nor the Rocket Shells appear in your inventory after you pick them up. They provide ammunition for the SS 2000, a flamethrower, and the RL 480, a miniature rocket launcher that you'll find later in the game.

There are two doors in the back corner of the room.

The door on the left is locked, and the Security Keycard doesn't work. Instead, use Blasting Caps to disable the locking mechanism.

A nasty Red Cat Eye and a Bio-Enforcer lurk on the other side of the door. Arm yourself before going in.

Eliminate the Cat Eye and the Bio-Enforcer as you enter the room. It's a small room, so a full-powered weapon such as the Uzi generally works best.

Pick up the RL 480 as quickly as you can, then get out.

CAUTION

Unless your health is maxed out, think twice about adding the RL 480 to your arsenal. The Bio-Enforcer and Cat Eye aren't the easiest enemies to overcome, and you could find yourself taking a dirt nap if you're not careful.

Exit the room and enter the room next door.

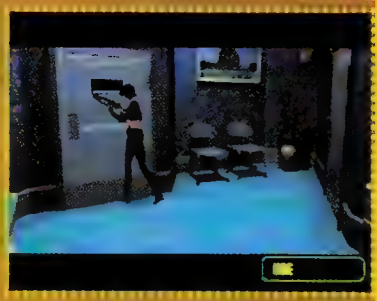
You have two more Cat Eyes to deal with, so be ready with your guns or the EMP.

Use the Hair Sample with the computer in the back of the room. It creates a Genetic ID card.

NOTE

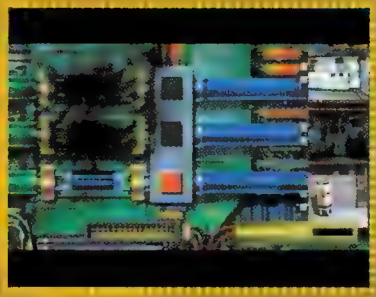
If you failed to turn on the power to this room in the fuse box room, the computer will not function.

Exit the room and cross back through the tunnel that brought you to this area.

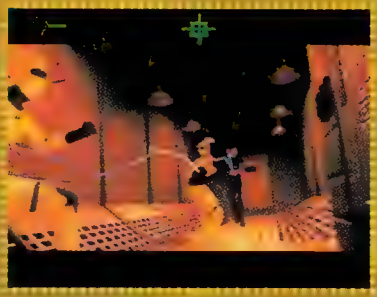


Go through the door to the left of the save point.

Use the Security Keycard to go back inside the room at the end of the hall and use the fuse box.



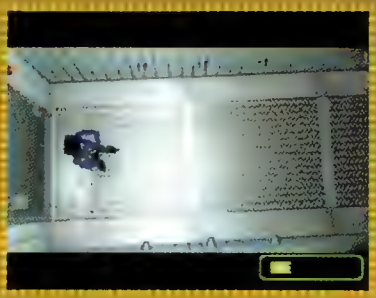
Activate the bottom switch to divert power to the centrifugal machine.



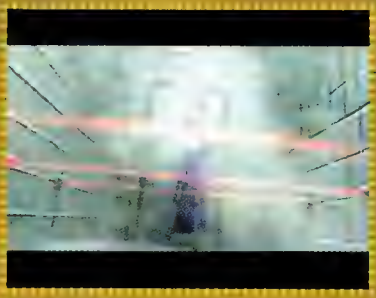
Go back to the hall and use the Security Keycard to enter the door on the left. The hall is patrolled by two Bio-Enforcers, so load up a fresh clip.

Use the Genetic ID Card to unlock the door at the end of the hall.

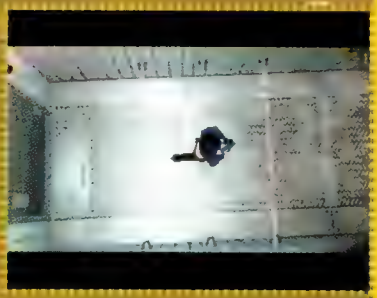
Don't try crossing this room yet! It may look simple, but it's not.



Edge your way slowly to the right until "Use" appears at the bottom of the screen.

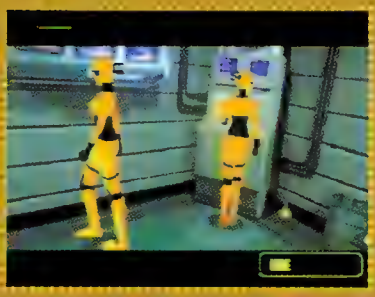


Use the Distraction Canister to fill the room with smoke, allowing you to see the laser beams shooting across the hall.



The beams slowly turn on and off. Pass through each one after it shuts off to get to the opposite side of the hall.

Use the door at the end of the hall. It looks like Hana is going to need Rain's help to get any farther.



As Rain, go into the next room and access the control panel in the corner.

Rain's tampering starts a conflict between Hana and Hassans.

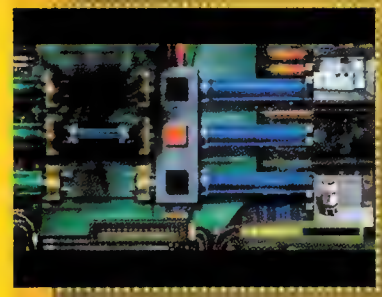
Switching back to Hana, enter the next room. A Cat Eye has arrived. Rain's meddling is to be ready to take it down. There's a Save Point near the downed Cat Eye.

Enter the door on the left wall of the room.

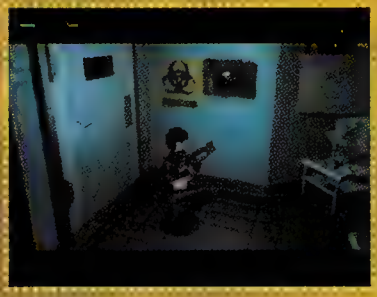
Cross the room and use the E.L.P. on the door to the left to retrieve the Centrifuge Tubes.

Place the Centrifuge Tubes in the centrifugal machine, which is sitting in the corner. When the process is complete, you receive the Purified Tubes.

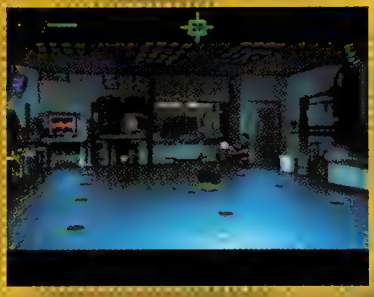
Go back into the hall and head away from the power room, going through the door on the opposite end of the hall.



Return to the power room and use the fuse box, activating the power to the DNA machine by moving the red button to the center.



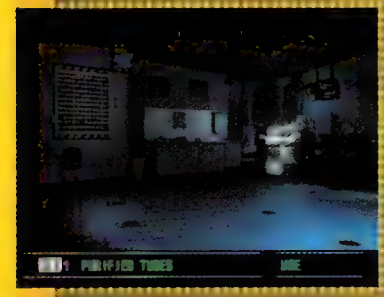
Cross the room and enter the door back into the room where Hana started.



There are two Cat Eyes waiting for you inside. Have your EMP or a gun ready.

TIP

If your Fear Meter is in the red, use the EMP before entering the room, then quickly switch to one of your other weapons. If you still find yourself losing to the Cat Eyes, use the EMP before entering the room, stay close to the door and eliminate one of the Cat Eyes, then exit the room. Save your game at the save point, then reload and repeat the process.

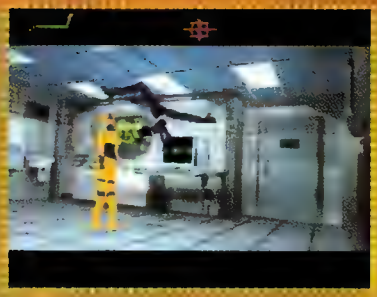


You find the DNA machine in the corner opposite the door. Use the Purified Tubes in the DNA machine to receive Nucleus Blot T, Cell Blot C, Blood Blot A, and Gland Blot G.

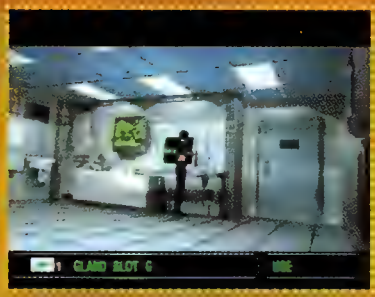
Cross to the other side of the room and use Blood Blot A with the terminal in the corner. You receive the Adenosine Disk.

Exit the room and use the Security Keycard to enter the door to the right.

Cross the hall and pass through the next door. You find a Bio-Enforcer camping out in the next room. If you're careful, you can sneak up on the enemy.



Enter the door on the right side of the room. Another Bio-Enforcer is inside. You can get another stealth kill if you're careful.

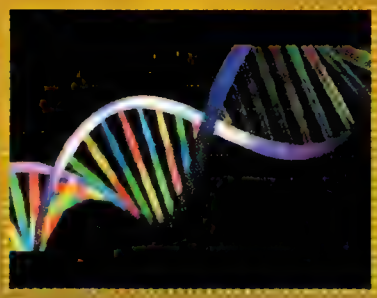


After you've eliminated the guard, use Gland Blot G with the terminal near the door. When it's processed, you receive the Guanine Disk.

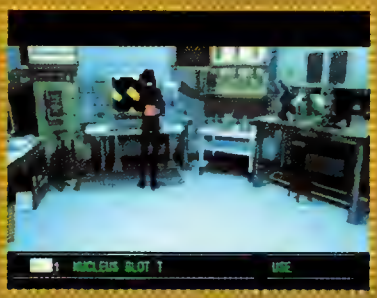
Head back to the hall before the power room, but be prepared to meet more Bio-Enforcers and Cat Eyes along the way.

Arm yourself with the EMP or the Shotgun before going through the door to the left of the save point. Defeat the Cat Eye, then use the Security Keycard to enter the door on the right.

You face three Bio-Enforcers as soon as you enter the room. The ARC Tower works nicely well in this situation.

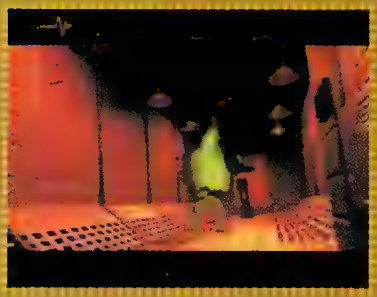


Use the terminal inside the door to get a crash course in DNA sequencing. Pay close attention to the tutorial.



Go to the back of the room and use Nucleus Blot T in the computer to create the Thymine Disk.

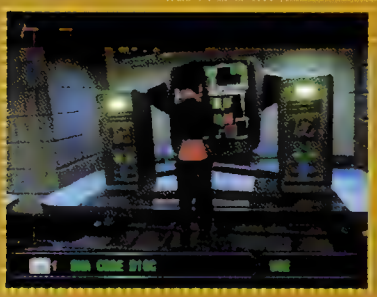
Exit the room and go through the door across the hall.



Defeat the enemies in the hallway, then use the Genetic ID Card to unlock the door at the end.

Carefully pass through the laser beams to the next room. Use Cell Blot C in the system at the back of the room to create the Cytosine Disk.

Use the door on the left side of the room. Quickly enter the next door. Ignore the Cat Eyes for now, and head to the computer console in the back.

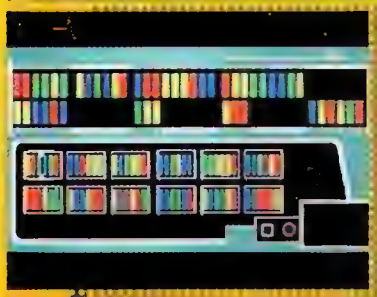


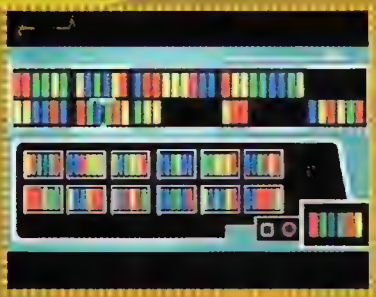
Use the DNA Code Disc on the system to bring up the genetic code puzzle.

TIP

Before going through the door on the left side of the room, blast it with the EMP to deactivate two Cat Eyes waiting on the opposite side. Otherwise you could have trouble fighting inside such a confined space.

GENETIC CODE PUZZLE





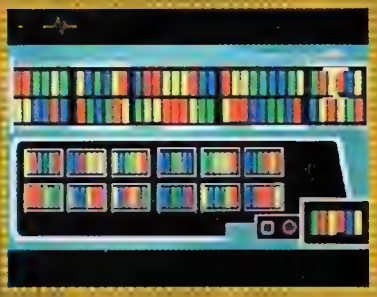
The object of this puzzle is to fill in the missing DNA segments to complete the code. To solve this puzzle, you must match the DNA strands to their counterparts. The DNA sequences pair up as follows:

- Red = Yellow
- Green = Blue

Fill in the missing sequences by selecting a DNA strand from the bottom of the screen and placing it at the top of the screen with its DNA counterpart. The DNA strands can be flipped to facilitate DNA strand match.

NOTE

If you don't have all four DNA Discs, you can't complete this puzzle. Each disc fills in three of the DNA strands at the bottom of the screen.



Use the following strands to fill in the puzzle.

NOTE

The solution assumes that the strands are numbered from left to right with the top row being 1-6 and the bottom row being 7-12.

Strand #1 (flipped)
Strand #7
Strand #10
Strand #9 (flipped)
Strand #8
Strand #3
Strand #7 (flipped)
Strand #4
Strand #6
Strand #12
Strand #2
Strand #12

SCENE 4: DIVERSION

A disk is ejected from the computer as soon as the DNA sequencing has been successfully completed.

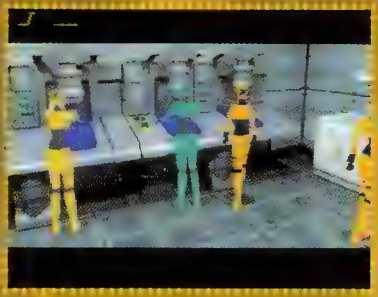
Unfortunately, as soon as she retrieves the disk, Hana gets some unexpected company.

It's up to Rain to create a diversion to free some of the feral cat of Hana.

Head back to the main hall, then go away from the elevators and toward the biohazard area. Use the Biohazard Keycard to pass through the door.

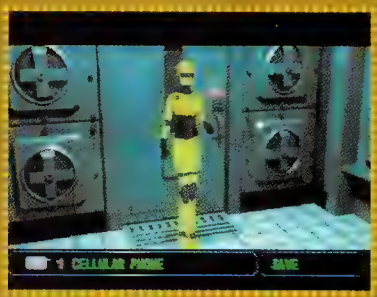
Go to the opposite wall and press the button there.

A guard opens a decontamination chamber leading to a lab.



Approach the green Bio-Enforcer in the far corner of the lab.

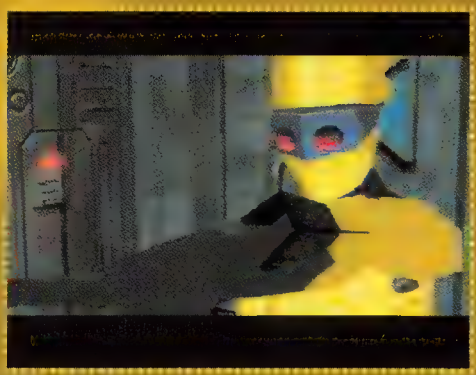
Rain is given a culture to be put in the containment area, and she is lead into another room.



Don't miss the save point at Rain's feet once you gain control of her again.

Walk to the opposite wall and use the Blasting Caps.

The resulting explosion causes a biohazard emergency throughout Wing Chune Tower.



Rain's diversionary tactics give away her identity, so any Bio-Enforcers and Cat Eyes she meets immediately attack her from now on.

Battle your way past Bio-Enforcers and Cat Eyes on your way back toward the elevators.

Use your Cellular Phone at the save point before leaving the area.

As you near the elevator, the security doors start to close.

Quickly dash forward, and Rain will execute an amazing leap to clear the doors. If you're too slow, she'll be trapped and overcome by a horde of Bio-Enforcers.

BIO-BOSS

Unfortunately, her daring leap may be for naught if she can't push past her final obstacle.

There's nothing for Hana to do but keep the guy at a distance.

The Bio-Boss's weapon can cause a lot of damage, so keep out of the line of fire. It has both rocket launcher and machine gun capabilities, which gives the boss a powerful slow attack and a weaker fast attack.

Take a firm stand against the Bio-Boss. Duck a few feet away from him and fire short, controlled bursts at him. Most of the boss's shots should pass harmlessly overhead.

Approach the Bio-Boss, and Rain will take matters into her own hands.

Hana and Rain reunite and exit the Wing Chune Tower together.

CITY OF XI'AN

Deke makes his way to the Lost Tomb of Xi'an in Mainland China after securing a genetic sample, which he was hired to locate on a freighter in Hell's Kitchen. As usual, the deal has gone bad and disintegrated right in front of his face. This time, however, Deke is not the only one betrayed. Two others have also been instructed to deliver their sample to a rendezvous point. Guess who they might be? This should be one fun-filled first meeting in an earthquake-ravaged city built upon ancient ruins.

deke's items list*

ITEM	LOCATION
>> Genetic Marker	Near downed sailor in Hell's Kitchen
>> Machine Key	Dropped by a Reject at the beginning of Xi'an
>> RL 480	Near the entry point after crashing the diesel machine
>> Diesel Fuel	On the counter in the back of a room
>> Elevator Lock Key	Dropped by a Reject near the storage room
>> Grenade Shells	On the floor of a room on your way to the elevator
>> Ancient Red Crank	Inside the Gold Room near the Dragon Door
>> Ancient Gold Crank	Inside the Red Room near the Dragon Door

hana's items list*

ITEM	LOCATION
>> Archeology Key	From the downed Reject after exiting the elevator
>> RL 480	In the room Hana unlocks with the Archeology Key
>> Mirror Segment	In the room Hana unlocks with the Archeology Key

glas's items list*

ITEM	LOCATION
>> Phoenix Amulet	Given to Glas when he rescues Ho
>> Hsien Ku	From the fallen beam
>> Storage Room Key	From the man in Xi'an
>> Peach	From the man in Xi'an
>> Dynamite	Pick up in the Storage Room
>> RL 480	Dropped by a Reject in the Storage Room

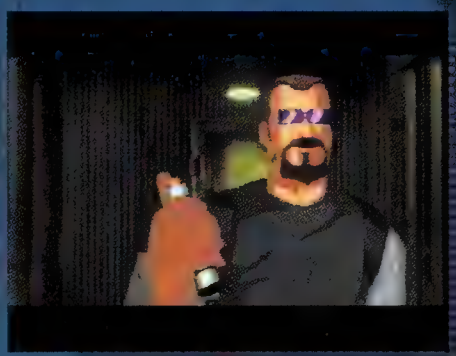
SCENE 1: DEKE'S MISSION

Deke begins his mission in Hell's Kitchen, where he's about to steal a genetic sample from unsuspecting sailors.

Take advantage of the nearby save point as soon as you take control of Deke.

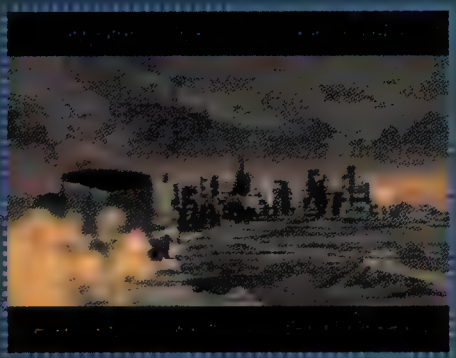
Pick up the Genetic Marker from the downed sailor in the opposite corner.

SCENE 2: CITY OF XI'AN



Deke creates an effective distraction to cover his escape.

As the pier bursts into flames, quickly run away from the explosions to the end of the pier, where Deke will jump to safety.



After acquiring the genetic sample, Deke travels to the City of Xi'an to make the drop-off.

Double-crossed again, Deke is drugged and experimented on by a team of genetic scientists (and someone who looks strikingly familiar).

Deke awakes to find himself face to face with a trio of attacking Rejects.

Quickly begin eliminating the enemies. They take several shots before succumbing to Deke's attack

CAUTION

Don't let the Rejects fool you into believing they're down and out. They often get back up, so make sure they're dead before approaching them. You may need to knock them down as many as three times before they stay there.

Pick up the Machine Key from one of the downed Rejects.

Go through the red door on the right.

Deke enters a wide-open area, but there are several Rejects who want to get close.

Be prepared for a Reject attack as you enter the next area. The Rejects are close, so have your guns drawn and be ready to fire as soon as you go through the door.

You find a save point in the corner after you've taken care of the Rejects.

Grab the Diesel Fuel from the counter in the back of the room.

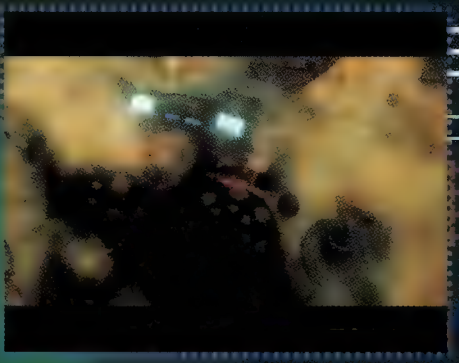
Exit the room and walk back across the courtyard, then use the Diesel Fuel in the machine on the left.

NOTE

If you can't see the machine, just stay toward the left side of the screen.

Climb up the ladder on the side of the machine.

Use the Machine Key to start the vehicle.



Deke uses the truck to clear the path and create a new doorway.

There are many Rejects to destroy in this new area, but they generally drop down one or two at a time.

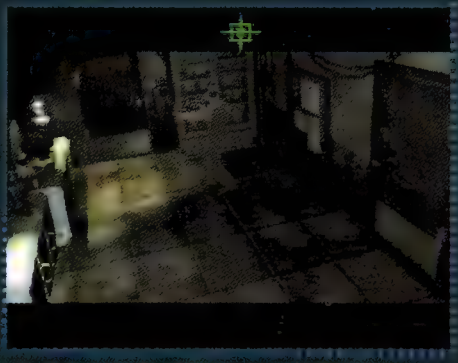
Drop to your knees and wait for the targeting site to appear so you don't waste ammo.

Pick up the RL 480 near the point of entry.

Go through the door at the back of the area.

Rejects attack as soon as you go through the door. Pick up the Elevator Lock Key from a downed Reject.

Head toward the back of the room, then to the right. When the targeting icon appears, blast the door to destroy the lock and enter the next room.



Blast the door in the back of the room when the targeting icon appears and then use the door.

NOTE

You may have to stand back from the door a little ways before your shots will hit their mark.

In the close confines of the next room, two Rejects attack. Try to avoid their deadly swipes as you take them down. Look for a Save Point in the corner.

Use the Elevator Lock Key on the elevator in the back of the room.

Once in the elevator, use the control panel on the left wall to exit.

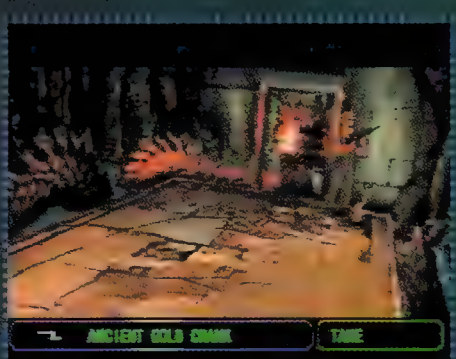
Follow the path around until you reach a trio of doors sporting a dragon design.

TIP

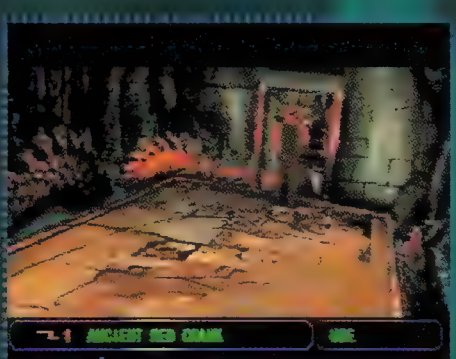
To activate the center door, you must collect two cranks from the side rooms and use them in the opposite room.

Starting with the gold door, enter the room and run to the back. Three Rejects drop in when you enter. Pick up the Ancient Red Crank lying on the ground.

Exit the room and enter the red door on the right.



Blast another trio of Rejects, then pick up the Ancient Gold Crank in the back of the room.

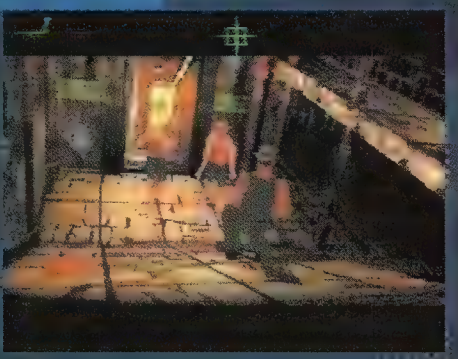


Use the Ancient Red Crank on the back wall.

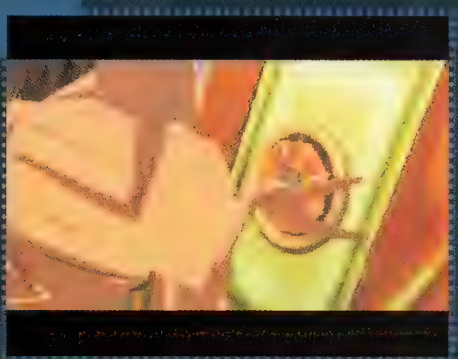
Exit the room and return to the Gold Room. Use the Ancient Gold Crank on the back wall, then return to the center hallway.

Now that you have used the cranks in the side rooms, you can enter the red and gold Dragon Door in the center.

Use the save point on the other side of the door before running down the ramp.



As you near the bottom of the ramp, two Rejects attack.



Go through the door at the bottom of the ramp. A Reject locks the door behind you, leaving you no choice but to go forward.

There are several Zombies in this room, but you can easily avoid them if you run toward the bottom of the screen and quickly get through the door in the corner.

So much for a clean getaway.

SCENE 3: RESCUER'S REWARD

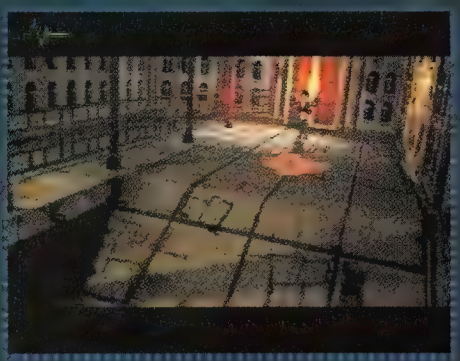
Glas arrives on the scene in a M.A.W. and sets off some explosives.

After Glas rescues Ho Hsien Ku, he receives the Phoenix Amulet as a good luck charm.

SCENE 4: HANA'S ARRIVAL

Hana arrives on the scene ready to face whatever dangers await her.

Exit the first room with guns drawn.



Down the Reject when it drops in and attacks, then use the save point.

Go through the door on the right to enter the common area.

Backtrack the way Deke came, and enter the elevator.

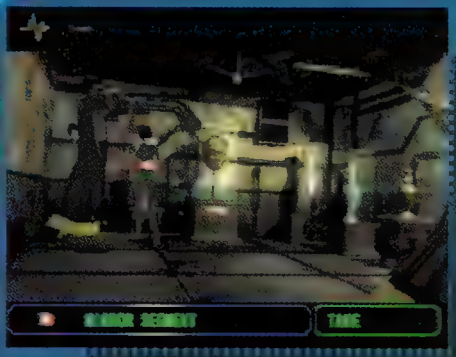
Use the button panel on the left side of the elevator to exit.

Pick up the Archeology Key from the Reject that's waiting for you in the second room after the elevator.

Take aim as soon as you go through the second door. From that point you can easily eliminate the advancing Reject from relative safety.

Use the Archeology Key on the door in the back wall, near the door you entered from.

There are two Zombies waiting to attack as soon as Hana enters the room. Begin firing immediately and maneuver around them.



Quickly grab the RL 480 near the door and the Mirror Segment from the back of the room. Then get out as quick as you can.

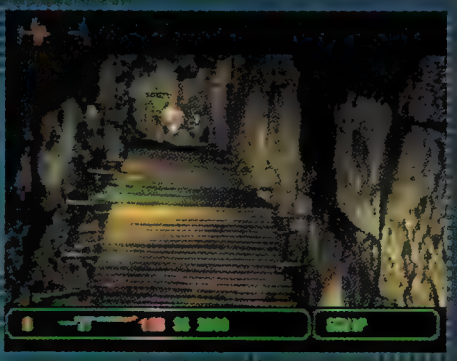
NOTE

When you pick up the Mirror Segment, it is automatically joined with the Mirror already in your inventory.

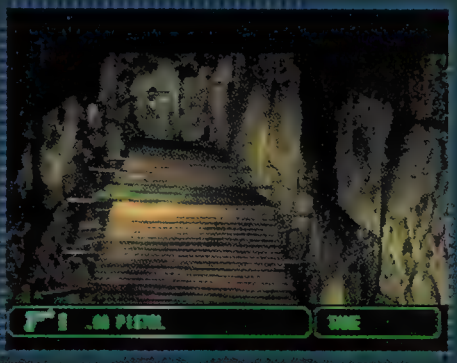
Go through the door on the right and backtrack to the elevator. Use the save point before getting in the elevator. Take it up, then pass through the double Dragon Door.

Go down the ramp on your left and use the Mirror in the door at the bottom after fending off the attacking Reject.

Hana is faced with the same three Zombies that attacked Deke. Quickly cross the room and exit through the door in the opposite corner.



Two Rejects drop and attack as soon as you enter the new area. They're very close to Hana, so you must target them quickly. Use the SS 2000 to swiftly turn the attacking Rejects into toast.



Pick up another .90 Pistol after the Rejects have been eliminated.

Head down the wooden ramp and go through the door at the bottom.

Follow the wooden walkway around, watching out for Rejects that drop at about the halfway point.

Go through the door at the bottom of the wooden walkway.

Hana is attacked as soon as she enters the next room.

Luckily, Deke jumps in to help at just the right moment.

SCENE 5: DEKE TAKES CHARGE

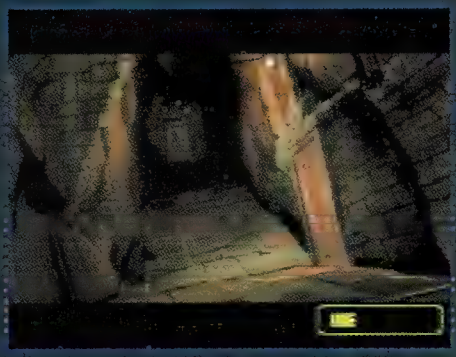
Deke has his hands full with three attacking Rejects. Immediately charge the Sonic Boom and blast the Rejects before they can pin him in a corner.

TIP

Charging the Sonic Boom takes several seconds. You may need to run past the Rejects to buy yourself a little time.

Go through the door on the left and shoot the Reject waiting on the other side.

SCENE 6: THREE'S A CROWD



Enter the door at the top of the ramp.

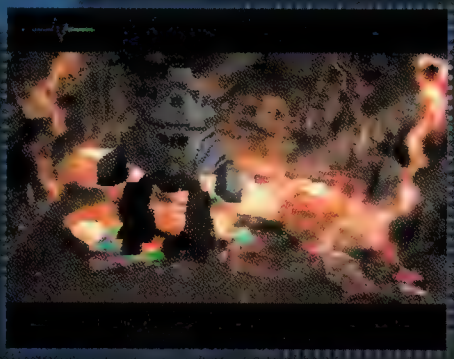
Hana and Deke enjoy a friendly introduction.

Glas joins the party.

Deke double-crosses Hana and Glas. Hana chases after Deke while Glas returns to his M.A.W.

A horde of overconfident Rejects attacks Glas in his M.A.W. They're easily dispatched with the M.A.W.'s dual cannons.

Head forward and blast the wall to create your own door to the next area.



Continue pushing forward and destroying walls.

After passing through one of the walls, Glas maneuvers the M.A.W. onto unstable ground. The foundation isn't strong enough for the weight of this M.A.W.

SCENE 7: IN PURSUIT OF DEKE

Hana finally gets the drop on Deke.

Deke proves to be an elusive target.

The Emperor's Plaque is still in Deke"s posession, and Hana has to get it.

Blast the Rejects to extinction, and try to stay out of their murderous grasp.

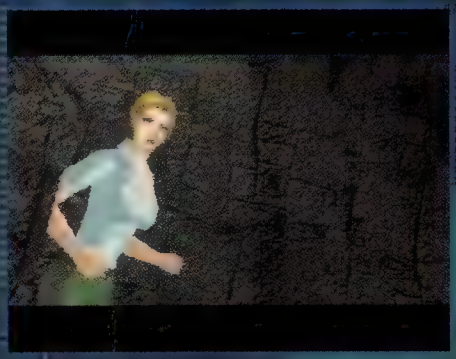
Cross the room and climb the ladder to the door above.

It looks like Deke is following Hana instead of the other way around.

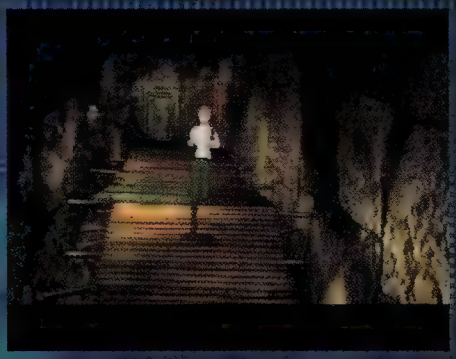
It's a good thing that Rain decided not to stay at home.

SCENE 8: RAIN FINDS A WAY

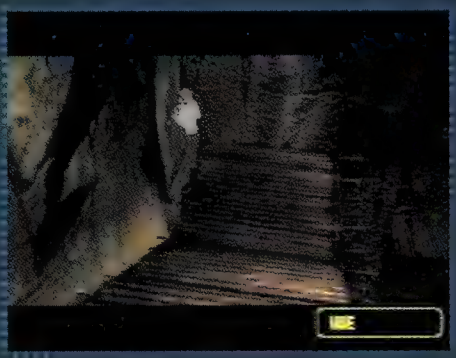
Even though Rain helped Hana out when she needed it most, Hana would rather keep Rain out of the way of the hordes of Rejects.



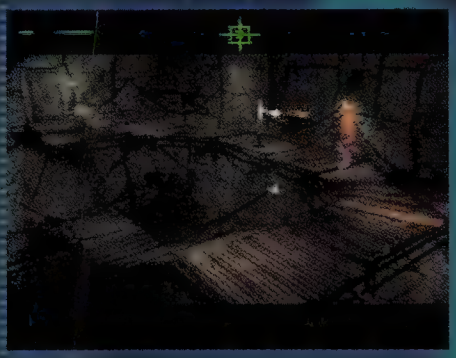
On her own, Rain must now find a way out of this area and back to Hana.



Load up some fire power and head down the ramp.



Go through the door at the bottom of the ramp.



Follow the circular wooden walkway around to the door. Blast the Rejects that fall as you make your way to the door.

Equip Rain with dual Pistols to cap the twin Rejects in the next room.

Another Reject is on the other side of the door. Down him quickly and head to the first door on the right.

Climb down the ladder and cross the room, blasting Rejects from your path on the way to the ladder on the other side. Collect the Rocket Shells the Rejects leave behind.

Climb the ladder and exit through the door at the top.

Back in the room where Deke was left for dead, Rain is quickly overpowered and at Deke's mercy.

Hana can't risk Rain's life.

Turning over the item she once had, Hana must now get the other item from Glas in order to save Rain.

SCENE 9: GLAS LOOKS FOR A WAY OUT

Having survived his fall, Glas has to find a way out.

Enter the elevator and use the button control on the side wall.

Go through the next two rooms to get to the common area. Be sure to use the save point when you exit the elevator.

Drop and blast the Rejects as you head toward the door at the back of the room, then exit.

Wanting only to find a way out, Glas is met by a man who offers him the Peach and the Storage Room Key.

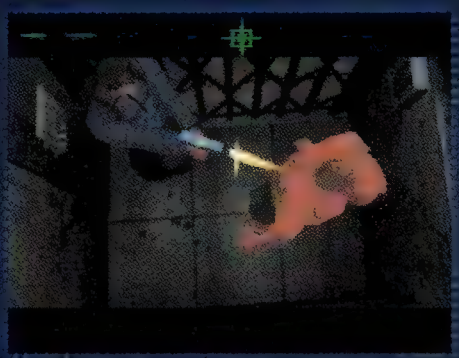
Return to the previous room and use the Storage Room Key on the door to the left.

TIP

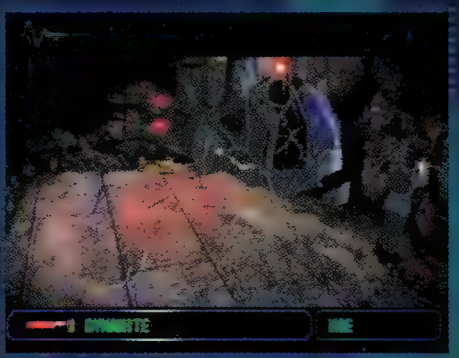
Arm yourself with dual weapons before entering the Storage Room. With two Rejects attacking in such a small area, having the ability to blast them both at the same time gives you a definite advantage.

This is a small room, and the two Rejects occupying it make it even smaller. Blast the Rejects and grab the RL 480 and Rocket Shells before picking up the Dynamite near the door.

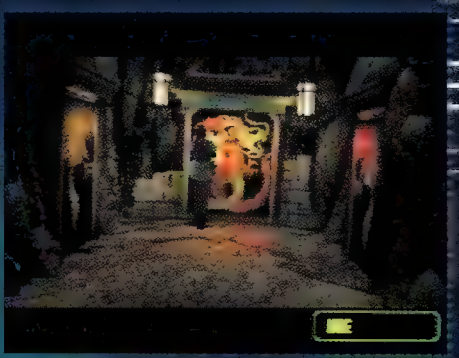
Back track to the elevator.



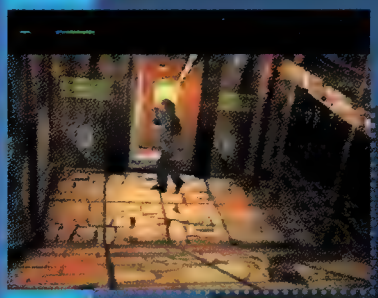
Just as you enter the elevator, a Reject drops from above.



Once you reach the clearing, use the Dynamite on the east wall, creating an opening.

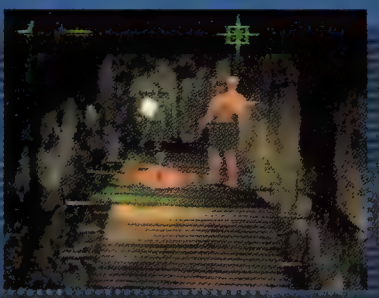


When you go through the opening, you arrive at the Dragon Door. Go through the door and use the save point.

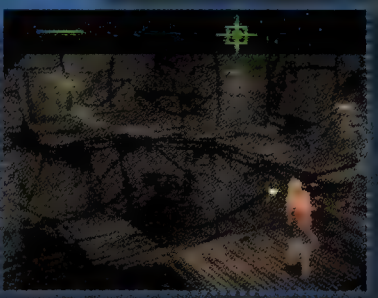


Go through the mirrored door at the bottom of the ramp.

Get past the Zombies after entering the room and head toward the door at the bottom.



Follow the wooden path down to the door. Clear your path of any Rejects that may drop from above.

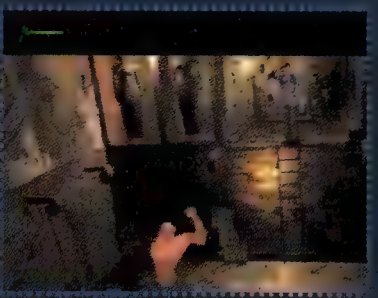


Now it's Glas's turn on the wooden walkway of fun. Head down the circular wooden path, keeping a watchful eye out for Rejects. Enter the door at the bottom of the path.

Be prepared to defend yourself against three Rejects waiting on the other side of the door. When your path is clear, exit through the other door.

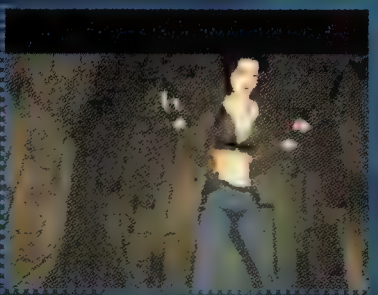
Another trio of Rejects will drop down when you enter the hall.

Follow the pathway to the door at the bottom of the ramp.



Climb down the ladder to cross over to the other side of the room.

More and more Rejects fall from above as you realize you're getting some help from someone.



Hana comes to aid Glas against the Reject attack.

This time Hana and Glas join forces to get the items necessary to save Rain's life.

TOMB OF THE EMPEROR

Hana needs Glas to back her up while she explores the Tomb of the Emperor.

hana's items list*

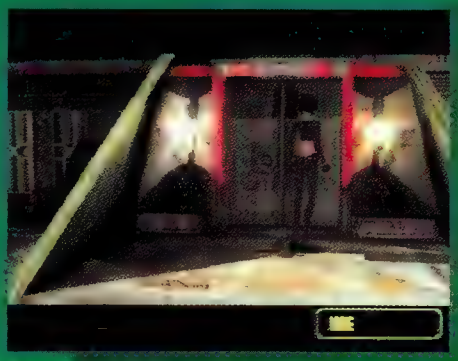
ITEM	LOCATION
>> Bandages	Starting
>> Hair Pin	From the first ghost
>> Gold Bullion	From the first ghost
>> Moon Coin	From the first ghost
>> Sun Coin	From the first ghost
>> Terra Cotta Key	From the Sun and Moon room
>> Inn Room Key	From the innkeeper near the Inn
>> Butterfly Coin	From the innkeeper near the Inn
>> Dig Key	From the Butterfly and Moon room
>> Wood Planks	From the Butterfly and Moon room
>> Astronomy Key	From the mother of the missing girl
>> Lily Coin	From the father of the dead girl
>> Clay Jar	From the start of the third ghostly experience
>> Bull Coin	From the spirit of the murdered girl
>> Emperor's Plaque	Pick up after defeating a boss
>> Plaque	Pick up after defeating a boss
>> Mercury Vial	From the Emperor before leaving the Tomb
>> Pearl	From the Emperor before leaving the Tomb

SCENE 1: TRACKING DEKE

There are Shot Shells behind the Terra Cotta Warrior on the left.

glas's items list*

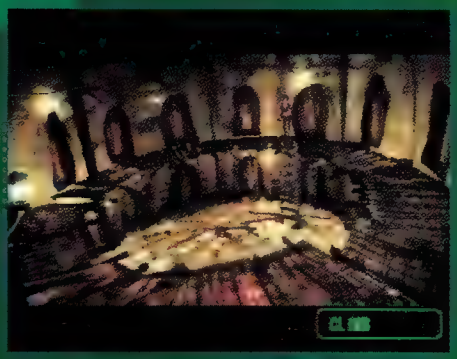
ITEM	LOCATION
>> Medal of Bravery	Taken from the General after defeating him in battle



Run to the left across the stone pathway and go through the door.

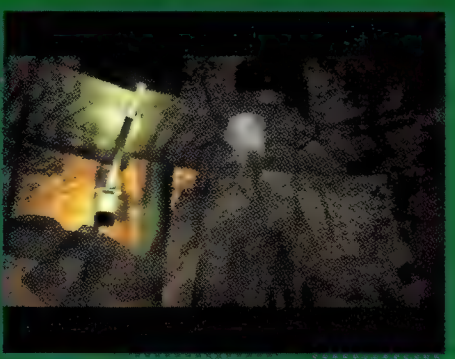
Follow the passages until you reach the room with the large circular wooden walkway.

Take special note of the wall panel. You will return to this place several times.



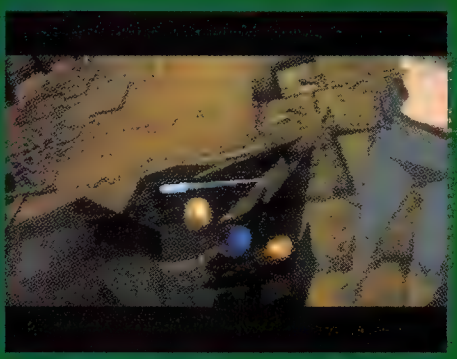
Follow the walkway around until you reach the ladder. Climb down.

Head toward the camera until a ghost appears and speaks to Hana.



The ghost tells Hana that she must abandon Rain to save herself from pain in the future.

Hana doesn't agree with the predictions of the ghost.



By the end of their conversation, Hana receives the Hair Pin, Gold Bullion, Moon Coin, and Sun Coin.

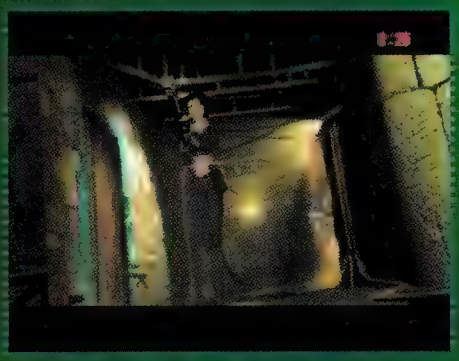
Go back up the ladder and return to the wall panel you passed earlier. The coins you received from the ghost appear in the panel.

Select the Moon Coin, then the Sun Coin. To select the coins, highlight the button underneath each coin, then press X. Activate your selection by pressing the bottom button.

Activating the Sun and Moon coins opens a door on the second floor.

NOTE

You only have 30 seconds to reach this door before it closes again.



Head toward the start. The ladder you need to climb is near the Terra Cotta Warrior.

Climb the ladder and enter the Sun and Moon room.

As soon as you pass the Terra Cotta Warrior inside this room, it attacks. Have your Shotgun armed and ready.

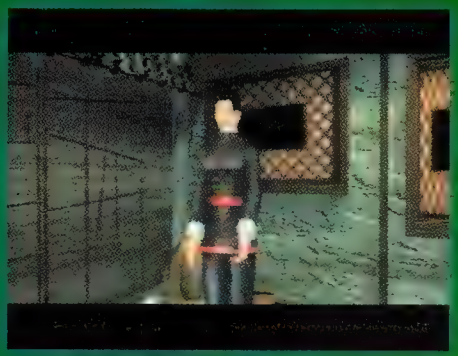
Grab the Terra Cotta Key and get out of there fast.

Return to the large circular room and use the Terra Cotta Key on the door.

Run past the pool toward the door, staying clear of the Skeleton on guard.

SCENE 2: A YOUNG MAN'S TRAGIC TALE

You have another ghostly encounter and a conversation regarding the window to the soul.



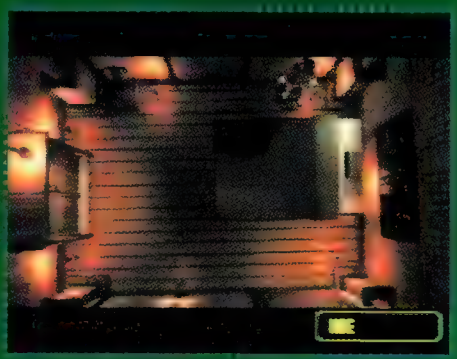
After the ghost is done speaking with you, you are teleported to another area.

Give the Gold Bullion to the Innkeeper standing near your point of entry in exchange for a room.

A tragic tale of a young man is told.

The Innkeeper has only one room available and hands you the Inn Room Key and the Butterfly Coin, as well as returning your payment.

Use the Inn Room Key on the door at the end of the stone path.

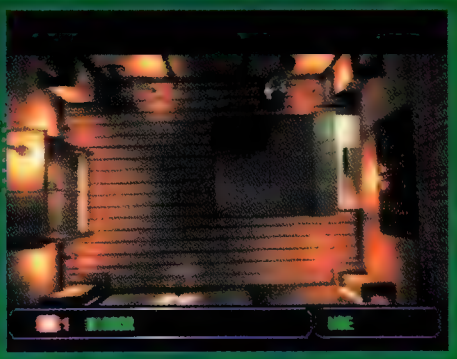


Walk to the other side of the bed and use the bed.

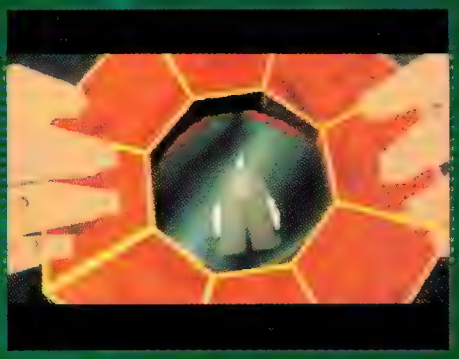
The vision you see while lying on the bed is disturbing.

Return to the old man near the entry point. He has no advice, but he does point out that you were warned about the room.

Return to the Inn door, use the Inn Room Key and enter

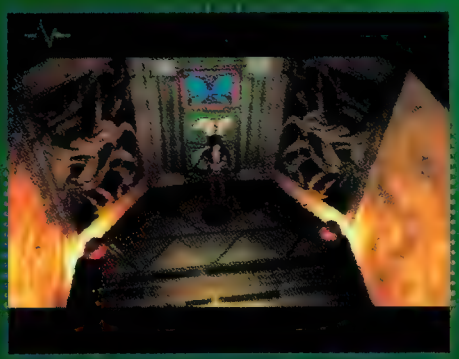


Remembering the conversation Hana had with the ghost before being sent here, use the Mirror when you reach the far side of the bed.



The image you see this time is equally disturbing, but the tortured spirit of the young man who hanged himself in the room has been set free.

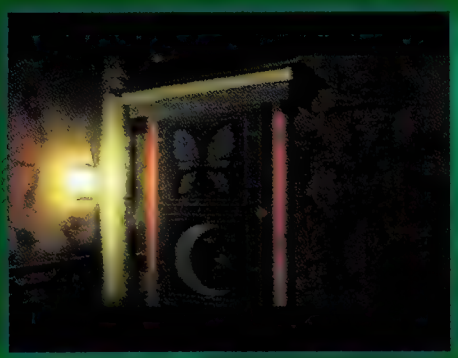
SCENE 3: A FAMILY REUNITED



Hana is transported back to the Tomb of the Emperor.

As you pass the pool, the Terra Cotta Warriors awaken and give chase. There is also a Skeleton on guard. Run to the door and exit.

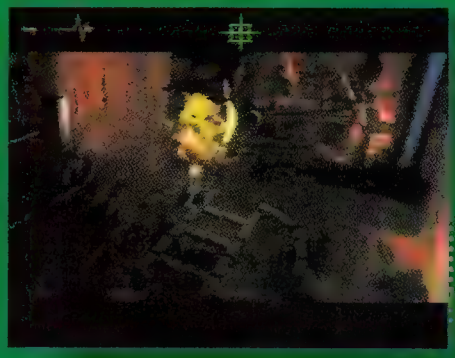
Return to the wall panel and use it. This time, select the Butterfly and Moon.



This selection unlocks the Butterfly and Moon door near the entrance.

Once again, 30 seconds is all you have to reach this door before it reseals.

Run toward the entrance. The Butterfly and Moon door is the door near the large raised cube. With 30 seconds to reach this door, you shouldn't have any problem getting to it before it closes.



There are two Skeletons in this room. Get to the other side of the room and out the door quickly. Use the SS 2000 on the Skeletons if you have the ammo.

TIP

Use the save point before moving on.

Run toward the camera. When the camera angle changes, go to the door on the left.

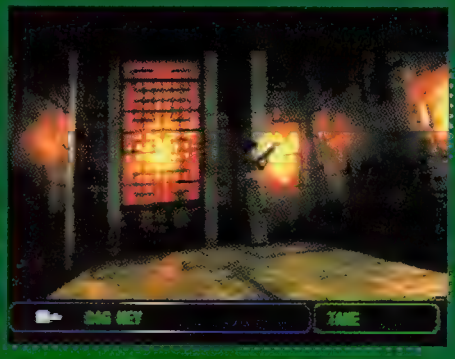
There are two Skeletons and a Terra Cotta Warrior in this room. Use the SS 2000 against the Skeletons, while relying on the Shotgun for the Terra Cotta Warrior.

CAUTION

The Dig Key is in the back corner of this room. Don't get the key until you've eliminated the enemies. If you get trapped in the corner, you will sustain a lot of damage.

TIP

The best plan of action for this room is to enter and target the Skeletons, then take them out with the SS 2000. Don't worry about eliminating the Terra Cotta Warrior. Just run in, grab the key, and get out before he can get a pound of your flesh.



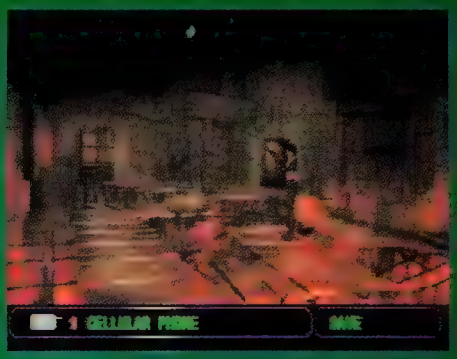
Pick up the Dig Key from the corner and exit the room.

Return to the scaffolding room and go to the door on the right.

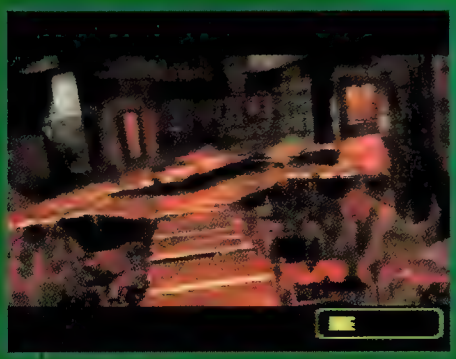
Use the Dig Key to enter this room.

You must pick up the Wood Planks in the back of the room. However, you must also get them before the nearby Terra Cotta Warriors hack you to shreds.

Unless you have ammo to spare, grab the Wood Planks and get out.

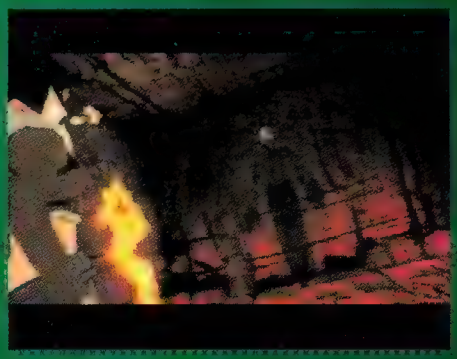


Before heading to the end of the scaffolding, stop at the save point to save your game.



Return to the other side of the scaffolding.

Use the Wood Planks to complete the scaffolding, allowing Hana to reach the door.



The cryptic message from the ghost tells Hana that what was lost must be found. Hana is then transported to another area.

SCENE 4: THE MISSING DAUGHTER

Speak to the couple standing near the steps. You learn the couple's daughter is missing.

The mother hands you the Astronomy Key as the father tells you the story of the Red Slippers.

Go up the steps and use the Astronomy Key to unlock the door and enter the building.

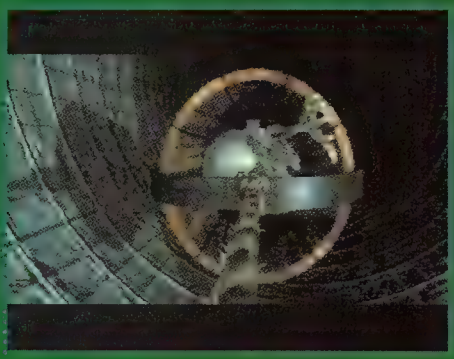
To change the day to night, you must pull the shades on both sides of the room. Press ▲ when "Use" appears at the bottom of the screen.

To begin, run toward the camera and lower the shade.

Run to the other side of the room and raise the shade, which reflects the night.

Leave the building and you will see the ghost.

Follow the ghost to the well.

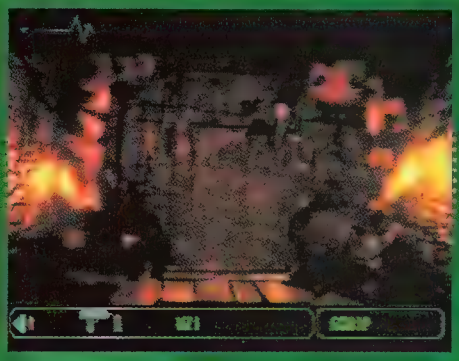


Use the well to pull up the Remains of the ghost.

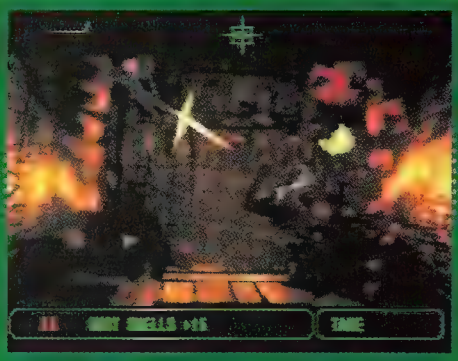
Return to the building and change the night to day by reversing the blinds.

Return to the couple and give them the Remains of their daughter Chau Chen.

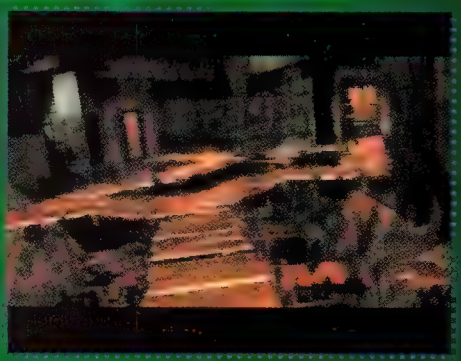
The father gives you the Lily Coin as a token of his appreciation.



As soon as you receive the coin you are transported back.



There is a Terra Cotta Warrior standing nearby when you approach the door. Run past it to reach the door.



Return to the door that led you to the scaffolding area and exit.

SCENE 5: JUSTICE SERVED

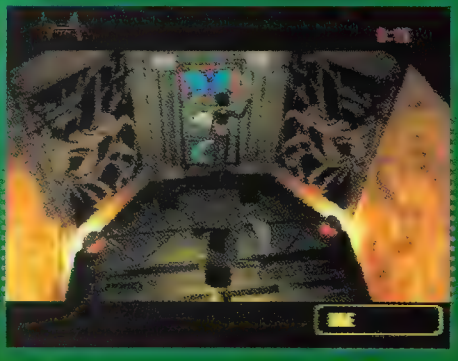
Return to the wall panel.

When you reach the wall panel, the Lily Coin is now activated.

This time, select the Butterfly, the Lily, and the Moon coins to unlock the door inside the Terra Cotta Room. You have 40 seconds to reach the door of the Terra Cotta Room.

NOTE

The Terra Cotta Room is the door to the right in the large circular room.



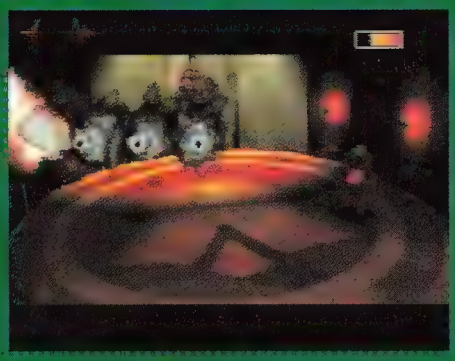
Once inside the Terra Cotta Room, run past the Skeleton and Terra Cotta Warriors on your way to the door in the back of the room.

When you enter the next room, you see the wall spinning in front of you. Arm either the Assault Rifle or the Uzis before encountering the Bull Skull.

MINI BOSS FIGHT

There's only one image, the one of the Bull Skull, that you can shoot in this mini-boss fight.

All three images fire on you. The Skeleton fires to the right.



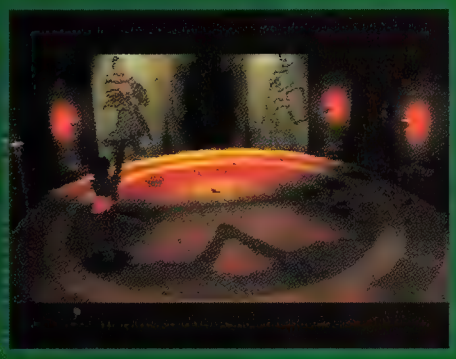
The Shotgun Guard fires to the left.

The Bull Skull shoots straight ahead.

Use your evasive skills to dodge their attacks, and fire on the Bull Skull whenever your targeting icon appears.

You should be able to dodge these attacks with a duck and roll maneuver.

The Uzi and Assault Rifle are good weapons to use on this boss, as they are both rapid-fire weapons that cause a substantial amount of damage. Roll forward to collect ammo clips as they appear.



Once you have defeated this boss, a hole in the wall appears. Enter this opening.

Listen to the ghost's cryptic message regarding love being as blind as justice.

Take the Clay Jar near your point of entry.

When you take the Clay Jar, a ghost named Won Ling appears imploring you to help her tortured soul find justice.

Use the drum to summon the Judge.

When the Judge arrives, Hana asks the Judge to hear Won Ling's story, but Won Ling does not appear.

The Judge has no patience for such impertinence and orders Hana to leave.

Return to where you first found the Clay Jar; Won Ling appears.

Won Ling explains that the Guardian Dragon statues are preventing her tortured soul from crossing onto sacred ground.

Use the Bandages from your inventory to cover the eyes of the Guardian Dragon statues flanking the courtyard.

Return to the Judge and use the Clay Jar.

Won Ling rewards you with the Bull Coin for your help in relieving her tortured soul.

There are two Skeleton guards in the battle room you were transported from. You have time to arm yourself, or you can try to run past them to the door.

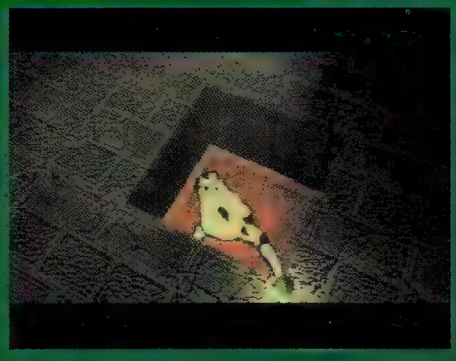
Having transported back to the Tomb of the Emperor, return to the wall panel to activate the Bull Coin.

NOTE

You can avoid fighting the Skeletons and Terra Cotta Warriors. When you return to the Tomb of the Emperor, run to the right to avoid the Skeleton, and stay to the right past the pool.

SCENE 6: CONFRONTATION WITH DEKE

At the wall panel, select the Sun, the Butterfly, the Moon, the Lily, then the Bull Coin.



This causes the large stone cube near the entrance to lower.

CAUTION

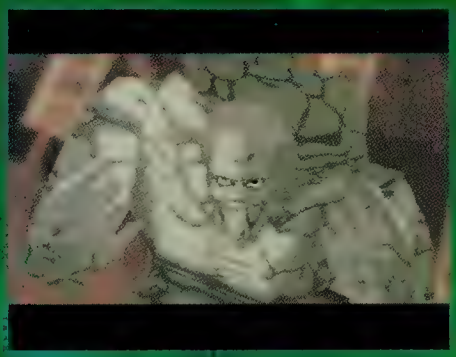
There are two Terra Cotta Warriors ready to attack as soon as you near the area where the cube submerged. You should be able to avoid them, but be prepared.

Go to the spot where the stone cube stood and press ▲.

Finally, Hana finds Deke and Rain.

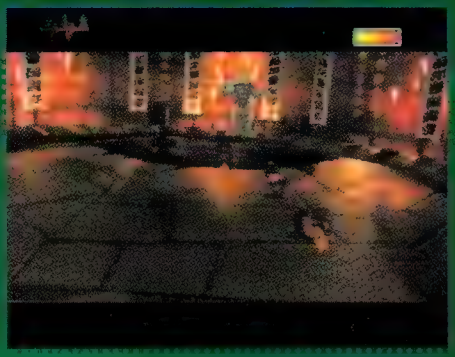
While Deke is incapacitated, Hana sends Rain to safety.

DEKE BOSS FIGHT



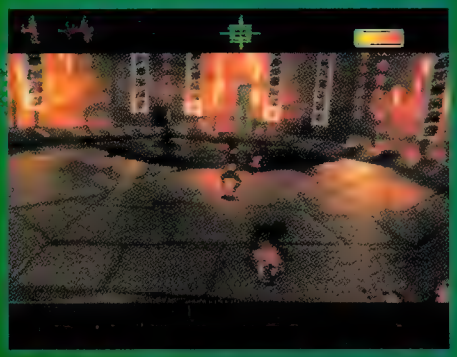
Unfortunately, Deke isn't going to be easy to get rid of.

Something must have happened to Deke. He's changed.

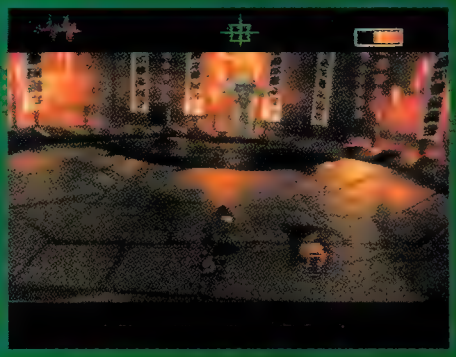


If you can keep a cool head, you can defeat Deke without taking too much damage. Use a side roll to stay in front of Deke's assault.

Deke fires in whatever direction you are at the time. Being a moving target is the best way to stay out of the line of fire.

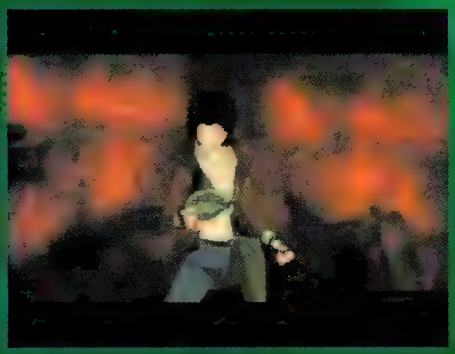


Once Deke pauses between attacks, blast him with a rapid-fire Assault Rifle strike.



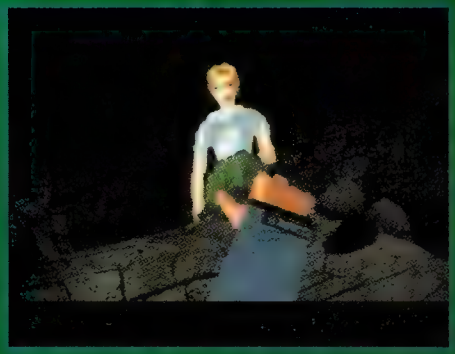
You don't have much time to fire on Deke, so make every shot count. Wait for the targeting icon to appear before firing.

SCENE 7: ESCAPE FROM THE TOMB



Once Deke is defeated, he drops the Emperor's Plaque.

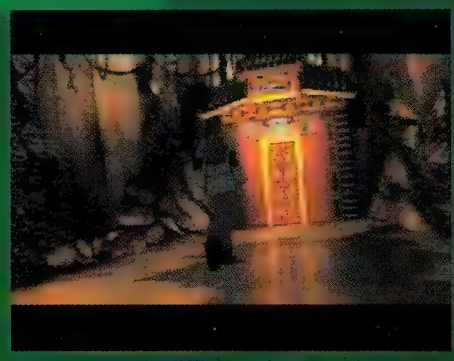
Rain runs into Glas and asks him to help Hana.



It looks like no one can be trusted.

As Glas, take advantage of the save point before leaving this area.

Run toward the camera and along the water's edge.

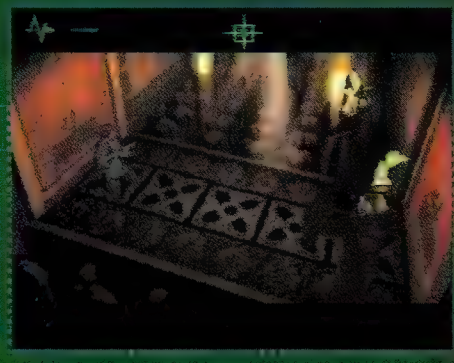


Equip the Assault Rifle before entering the Tomb.

There are two Terra Cotta Warriors in the first room. Run past them or take them out, and go through the next door.

NOTE

If you're trying to conserve ammo, run past most of the Terra Cotta Warriors in this area. However, don't let a moment's hesitation cause you some serious damage.



You must survive two more rooms worth of Terra Cotta Warriors. Advancing slowly in this room triggers the guards. Using the Assault Rifle, you should be able to destroy them before they reach you.

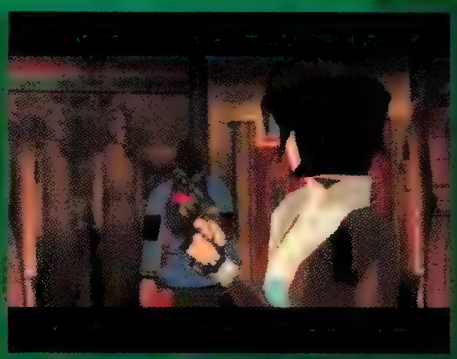
After surviving the Terra Cotta Warriors, Glas finds himself facing the Emperor.

Glas tells the Emperor of his desire to leave.

Since Glas is not a God, Emperor Chu Chang will try to send him to one through death.

The Emperor's attack is powerful.

Hana's timely arrival is appreciated.



Glas wants to leave and isn't shy about saying so.

Glas also tells Hana of Rain's treachery.

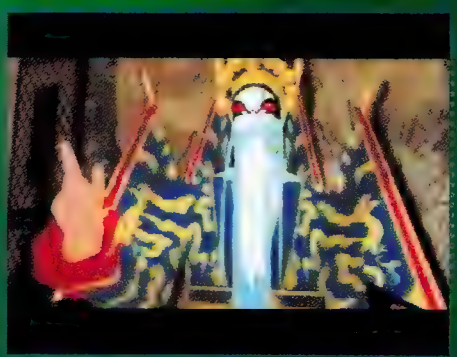
The Emperor tells Hana that Rain has crossed the water home.

In order to leave, Glas and Hana must face the challenges imposed by the Emperor.

BATTLE WITH THE GENERAL

The Emperor transports Glas and Hana to a room with two windows and a save point.

Beginning with Glas, use the save point, then enter the window on the left.



You must defeat the General in four games of strategy. The object is to capture the General's flag in each of the games.

GAME 1–SETUP

Glas's Troops:
- 2 Small Soldiers (Movement 4, Soldiers 10)
- 3 Medium Soldiers (Movement 3, Soldiers 20)
- 1 Large Soldier (Movement 2, Soldiers 35)

Enemy Troops:
- 3 Small Soldiers (Movement 4, Soldiers 10)
- 3 Medium Soldiers (Movement 3, Soldiers 20)
- 1 Large Soldier (Movement 2, Soldiers 35)

Have the rest of your troops head toward the bottom of the screen. If any enemy troops get past your Large Soldier, use a Medium Soldier to block them

When your troops are in position at the bottom of the screen, begin moving them to the right. Enemies begin scurrying to the bottom to stop their advance.

Stay at least two squares away from the enemy's Large Soldier and you should be able to squeeze by easily. Then just make a mad dash for the flag and your first victory.

GAME 2–SETUP

Glas's Troops:
- 3 Small Soldiers (Movement 4, Soldiers 20)
- 2 Medium Soldiers (Movement 3, Soldiers 20)
- 1 Large Soldier (Movement 2, Soldiers 35)

Enemy Troops:
- 3 Small Soldiers (Movement 4, Soldiers 10)
- 2 Medium Soldiers (Movement 3, Soldiers 20)
- 1 Large Soldier (Movement 2, Soldiers 35)

GAME 1–STRATEGY

Begin by moving your Large Soldier to the top-left edge of the lake. From this position, the Large Soldier can protect the faster troops from any enemy troops that try to attack from the top.

Use your Medium Soldiers to battle any enemies, and hold the two Small Soldiers in reserve. When the General begins charging with his Large Soldier, start advancing toward the enemy flag with a Small Soldier.

GAME 2-STRATEGY

Leave your Large Soldier by the flag and begin moving one of your Medium Soldiers east along the lower perimeter, followed by two Small Soldiers.

Their advancement draws the attention of nearby enemies. What your Medium Soldier cannot defeat entirely, a Smaller Soldier can finish off.

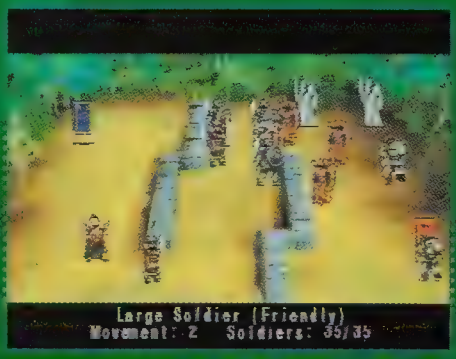
Move a Medium Soldier into the gap between the two spike pits in the center of the map to lure the enemy away from the flag.

Bring any remaining Small Soldiers to the bottom of the screen and begin to push toward the enemy's flag.

By now you should have several Small Soldiers at your disposal. Use their ability to move four squares at a time to sneak past any remaining enemies to the flag. If you need to, don't be afraid to lead an enemy Soldier on a wild goose chase around the perimeter until you can find the right positioning to sweep in for the victory.

GAME 3-STRATEGY

Leave your Large Soldier by the flag, and begin moving one of your Medium Soldiers east along the lower perimeter, followed by two Small Soldiers.

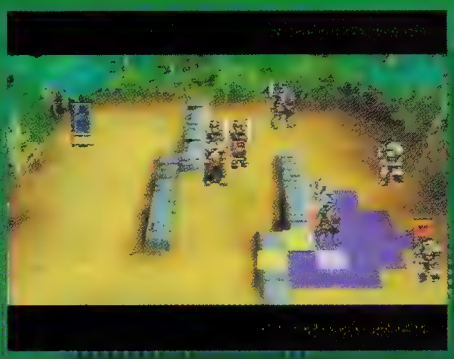


Pull your troops down along the wall and into the middle area. Try to keep everyone huddled together with your Large and Medium Soldiers leading the way.

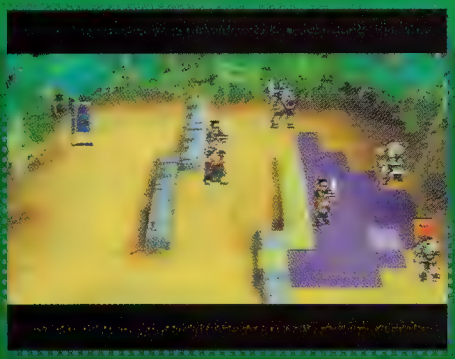
GAME 3-SETUP

Glas's Troops:
- 2 Small Soldiers (Movement 4, Soldiers 10)
- 3 Medium Soldiers (Movement 3, Soldiers 20)
- 2 Large Soldiers (Movement 2, Soldiers 35)

Enemy Troops:
- 2 Small Soldiers (Movement 4, Soldiers 10)
- 3 Medium Soldiers (Movement 3, Soldiers 20)
- 2 Large Soldiers (Movement 2, Soldiers 35)



Let the enemy initiate the first battle, keeping a Medium Soldier up front to absorb the first attack(s).



Use your Medium Soldiers and a Large Soldier to clear the path of lesser enemies.

When you've eliminated all but one or two of the enemy's Large Soldiers, use your remaining Small Soldiers to weave your way through the enemy lines to capture the flag.

GAME 4-SETUP

Glas's Troops:

- 7 Medium Soldiers (Movement 3, Soldiers 20)

Enemy Troops:

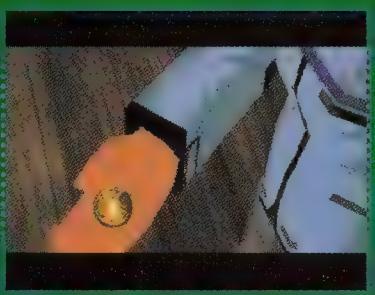
- 2 Small Soldiers (Movement 4, 10 Soldiers)
- 3 Medium Soldiers (Movement 3, 20 Soldiers)
- 2 Large Soldiers (Movement 2, 35 Soldiers)

GAME 4-STRATEGY

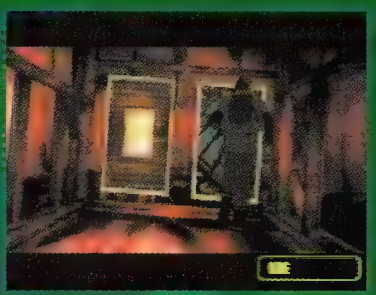
By bringing all of your men around the wall except for the one closest to your flag, you can control most of the battle. The General won't move his troops until you go around the wall and begin advancing toward the enemy flag.

Try to sneak into enemy territory and eliminate both of the enemy's Small Soldiers. Then attempt to defeat the two Medium Soldiers closest to your troops. This slows down the enemy and gives you a major speed advantage for the final push to the flag.

When the enemy Large Soldiers begin to approach, finesse your way past the remaining Soldiers to the flag.



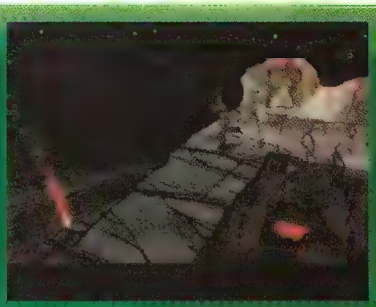
After Glas defeats the General, he is awarded the Medal of Bravery.



After beating the General, you can access the window on the right.

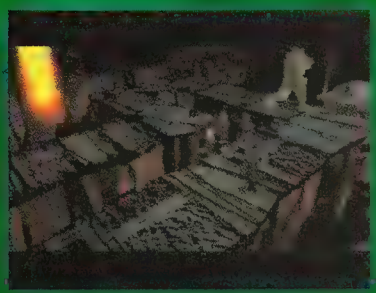
Start down the stone path. You must time your way past the fireballs as each is extinguished.

Suddenly Deke appears.

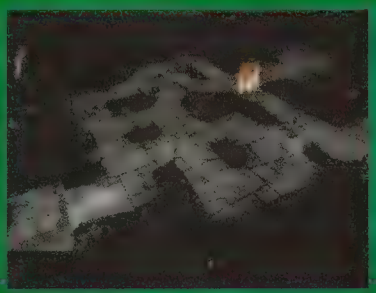


Glas has to race against Deke to reach the vortex and escape this final trial.

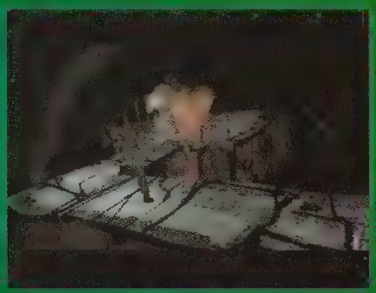
If Deke catches up with you, he'll run you down, and your game will be over.



Don't underestimate Deke. He may be large, but his strides are long.



When you come to the point in the path with the circles of fire, take the lower path. If you try to take the upper path, it will collapse, and the game will be over.



Deke is back, and you have to race him a second time.

NOTE

There's a save point just before the second half of the chase with Deke. Be sure to take advantage of it.

HANA'S TRIAL

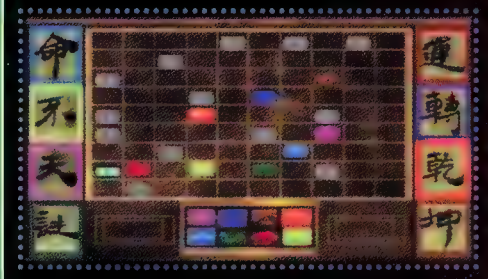
Use the save point before entering the window on the left.

THE COLORED TILE PUZZLE

The object of this trial is to place the colored tiles from the top part of the board over their counterparts on the bottom part of the board.

NOTE

If you attempt to push a tile to the top, bottom, or side without another tile already there, the tile you are pushing will go off the board, ending your game. Also, if you push a colored tile over a tile of a different color, you will have to start over again.

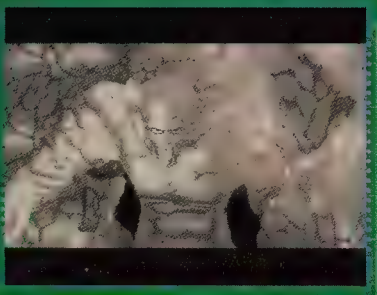


The solution for the puzzle is as follows:

- Move the green stone left.
- Move the green stone down.
- Move the yellow stone right.
- Move the red stone right.
- Move the red stone down.
- Move the light blue stone left.
- Move the yellow stone down.
- Move the light blue stone down.
- Move the orange stone right.
- Move the orange stone down.
- Move the brown stone down.
- Move the dark blue stone left.
- Move the brown stone left.
- Move the dark blue stone down.
- Move the stone below the brown stone left.
- Move the brown stone down.
- Move the stone above the purple stone left or right.
- Move the purple stone down.
- Move the purple stone left.
- Move the purple stone down.

When the puzzle has been solved, Hana is transported back to the windows and the save point.

Enter the window on the right.



Now it is Hana's turn to face Deke and win the race to the vortex.

NOTE

The only difference between Glas and Hana's trial with Deke is that when Hana reaches the twisty path, she must go along the bottom toward the fire columns, then left to the upper path. If you try to cross over the middle, it will collapse.

After Hana defeats Deke, she receives the Mercury Vial and a Pearl from the Emperor.

Having proven themselves to the Emperor, Hana, Deke, and Glas are released.

On board the ship, place the Emperor's Plaque in the Emperor's throne. This activates the oarsmen.

Use the Mercury Vial at the bow of the ship. The oarsmen will now row the boat.

Now that Deke, Glas, and Hana have freed themselves from the Tomb of the Emperor, together they head for the Island to continue their quest.

THE ISLAND

Ripped from the ancient times of China, a small, quaint garden has become the gateway to the Island of the Immortals. On this floating domain lie the trials of the areas, which will unlock the doors leading to the Great Pagoda of the immortal realm.

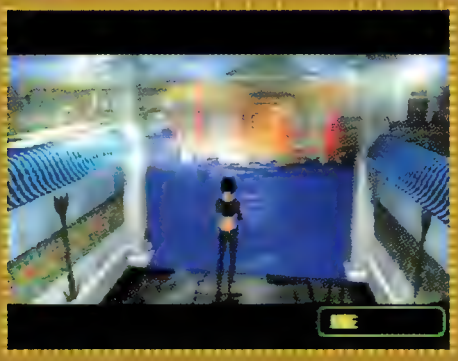
hana's items list*

ITEM	LOCATION
>> Fire Bridge Tile #1	In the fire area
>> Fire Bridge Tile #2	In the fire area
>> Water Bridge Tile #1	In the water area
>> Water Bridge Tile #2	In the water area
>> Tiger Plaque	Given to Hana by the old woman
>> Dragon Plaque	Given to Hana by the old woman
>> Digging Tool	Given to Hana by the gardener on the bridge
>> Chinese Fan	Given to Hana by the gardener on the bridge
>> Empty Gourd	In the fire area
>> Rock Salt	In the earth area
>> Salt	In the water area
>> Water Crystal	In the water area
>> Salt Water Gourd	In the water area
>> Empty Goblet	In the central area
>> Fresh Water Goblet	Hana fills the goblet after the water is purified
>> Gold Crystal	In the central area
>> Fire Crystal	In the fire area
>> Diamond	In the earth area

SCENE 1: HANA'S DESTINY

As Hana, Deke, and Gias start out together on the island, the fog becomes so thick that they lose sight of each other.

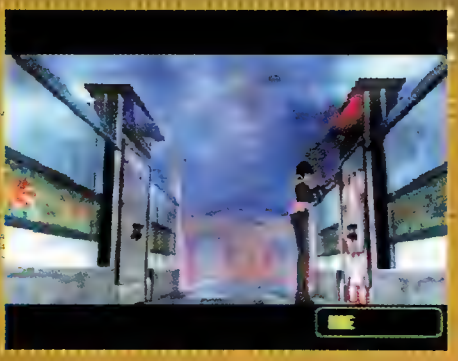
Hana finds herself alone and standing in a hallway that leads to a watery dead end.



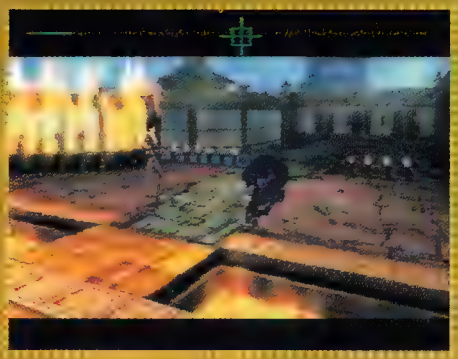
Walk to the end of the hallway to find a large pool surrounding a small pagoda.

NOTE

In order to cross the water, Hana must obtain the four Bridge Tiles to create a complete bridge. Once the bridge has been created, she can use it at the water's edge to create a bridge to the door.



Walk back down the hall and go through the fire door on the right.



Follow the path around the pit of molten rock and head left when the path splits.

Be sure to use the save point to the right of the path.

The first Bridge Tile is in the center of the stone slab at the top of the path.

Return to the center and head south to retrieve the second Bridge Tile.

Return to the main hallway.

Go through the water door on the left side of the hall and head straight to get the third Bridge Tile.

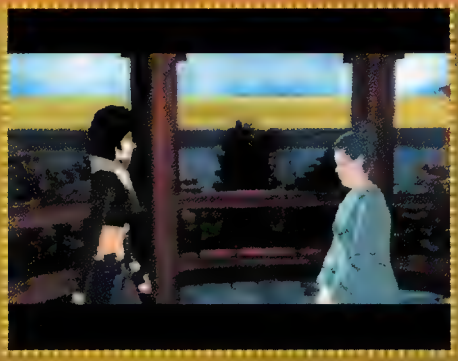
Head north and cross the two short bridges to get the fourth and final Bridge Tile.

There is another save point southwest of the water wheel in the grassy area.

Return to the main hallway again.

Go to the water's edge and use the Bridge Tiles to create a bridge across the water.

Cross the bridge and enter the door on the other side.



When Hana enters the building, she encounters an old woman who tells her she has challenges to face and painful decisions to make ahead.

SCENE 2: ELEMENTAL CHALLENGE

The old woman gives Hana the Tiger Plaque and the Dragon Plaque.

Cross the bridge back to the main hallway.

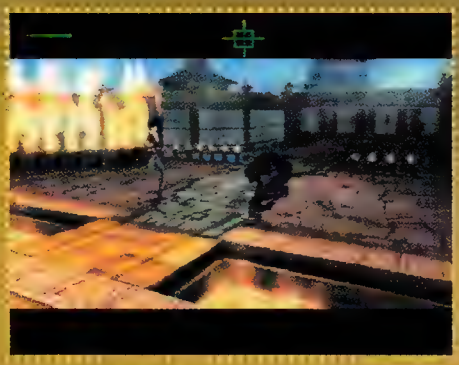
TIP

Before going through the fire door, cross the bridge and reenter the building to save your game.

After Hana crosses the bridge, she speaks to a gardener who tells her the layout of the gardens and gives her the Digging Tool and the Chinese Fan.

TIP

One of the immortals has set loose a horde of Demons. Equip the Shotgun and be ready for surprise assaults. The Demons appear out of thin air and attack quickly. They only take two shots to kill, and they always drop Shot Shells, so you should have plenty of ammunition.



Go through the fire door on the right and make your way around the path to where it splits. Demons pop in on all sides, so be ready to fire.

CAUTION

Don't waste a lot of ammo when fighting Demons. They appear and disappear, making them very hard to target. If you miss one, run and wait for it to disappear, then try to target it again when it reappears.

Head south when the path splits to find the red stone slab (fire teleporter) where you found the second Bridge Tile. Use the slab to teleport to the fire area.

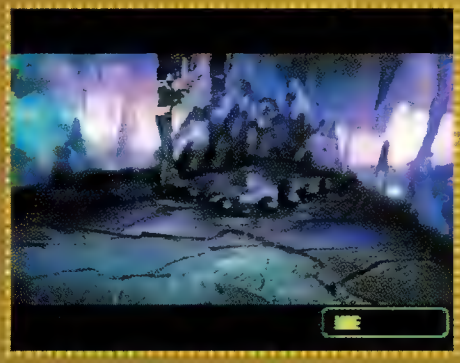
NOTE

The slab now acts as a teleporter. There is one slab for each area: fire, water, earth, and gold. Each of the slabs teleports you to a different area. To use them, stand on a slab and press X.

Run toward the building in the back and collect the Empty Gourd.

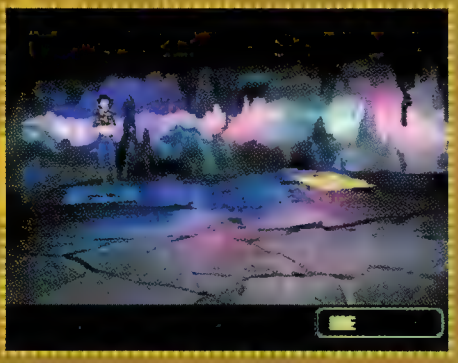
Return to the fire teleporter and transport back to the area from where you came.

Follow the stone path to the gray slab (earth teleporter) in the back. Use the teleporter to reach the earth area.

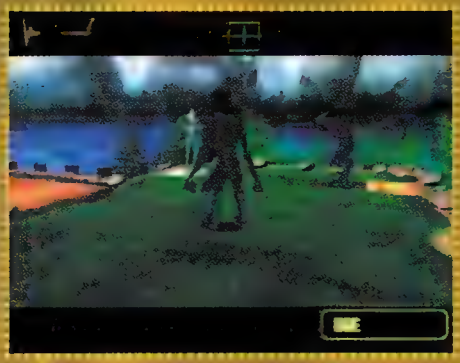


Find the mound of dirt in the back of the area

Use the Digging Tool on the mound of dirt to get the Rock Salt.



Now use the blue slab (water teleporter) to reach the water area.



Be ready for a Demon ambush. When you arrive in the water area.

Go to the bridge and use the grinder on the left to turn your Rock Salt to Salt.

Take the Salt to the end of the pier and use it in the water.

The Salt vanquishes the water monsters, allowing Hana to dive into the water and retrieve the Water Crystal.

NOTE

Unfortunately, while retrieving the Water Crystal, Hana breaks the Digging Tool, which is now referred to in your item list as the Broken Digging Tool.

Fill the Empty Gourd at the water's edge, creating a Salt Water Gourd.

Return to the teleport pads and use the gold slab (gold teleporter) to reach the gold area.

The floor ahead is bathed in molten gold. Hana cannot cross. Without creating a bridge.

Walk to the edge of the solid floor and use the Salt Water Gourd to create a solid walkway.

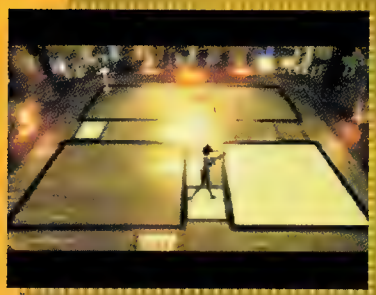
WALKTHROUGH

CAUTION

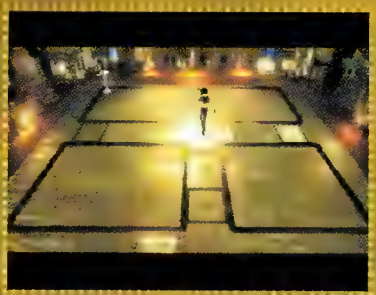
In order for the following strategy to work, you must begin crossing the floor as soon as the first tile solidifies. If you miss your chance, back up from the puzzle and approach it again to reset the pattern.

Hana must reach the top-left corner, but the floor is shifting back and forth from solid to molten gold. If you are standing on a floor tile that has not solidified, you will take damage. Watch the pattern of the floor tiles to learn when it is safe to cross.

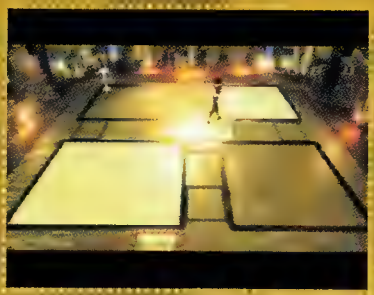
Immediately run onto the bottom-left square when it solidifies.



Wait for the bottom-right tile to begin solidifying, then quickly step onto it.

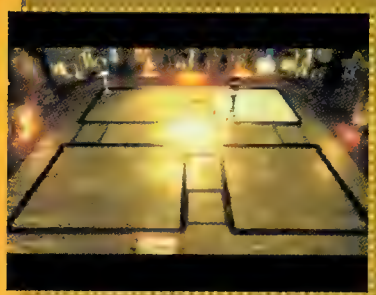


Move toward the center tile. When the floor begins to shift again, quickly dash toward the center

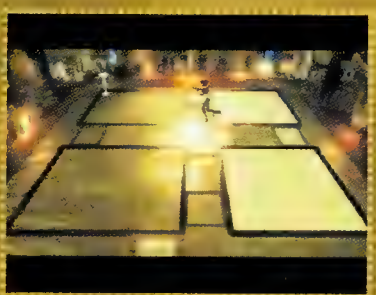


Now you must run to the top-right corner when the floors shift again.

Don't go too far. You must return to the center again.

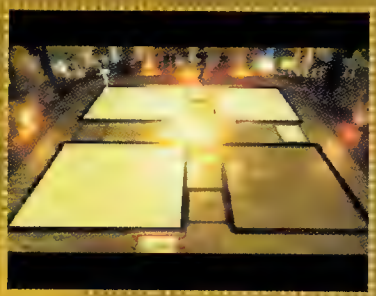


When the floor shifts again, go back to the top-right corner.



Once more, you need to stay near the center and dash to the center tile when the floor shifts.

As the floor shifts again, head back to the top-right corner one last time.



Go to the top edge of the tile and stay to the left.

As the floor shifts, sprint to the left to reach the top-left tile. You don't have much time to reach the Empty Goblet in the far corner.

Take the Empty Goblet from the pedestal in the corner.

Hana finds the Gold Crystal inside the goblet.

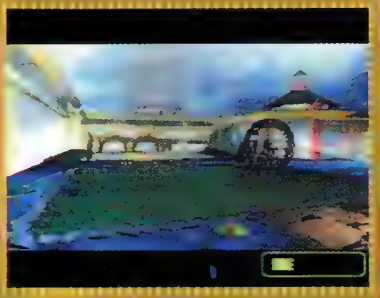
When you start to return, you see the floor has completely solidified, allowing you safe passage to the teleporters.

Use the gold transporter to return to the water area off of the main hall.

You are met by hordes of Demons when you return to the water area. Have your Shotgun ready.

TIP

Save your game as soon as you can at the save point in the southwest corner of the grassy area.



Use the water wheel south of the teleporter to filter the salt out of the water where the water serpents were.

TIP

If you're having trouble fighting Demons because of the way they disappear and reappear randomly around the area, try using L1. This button immediately turns Hana 180 degrees, which makes it easier to quickly target enemies if they teleport in behind her.

Use the water teleporter south of the water wheel to transport directly to the water area.

Go to the end of the dock and fill both the Empty Goblet and the Empty Gourd with fresh water to get the Fresh Water Goblet and the Fresh Water Gourd.

Use the teleporter to transport to the fire area.

Stand on the south transporter and use the Fresh Water Goblet to protect Hana from the nearby flames.

Now walk in the fire and remove the Fire Crystal. You know this is the correct one when you see the "Take" command at the bottom of the screen. If you attempt to enter the fire wall in any other area, you will sustain damage.

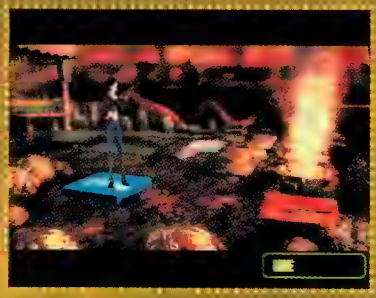
Go to the building on the other side and find the furnace.

Use the Empty Goblet on the furnace to melt the goblet down.

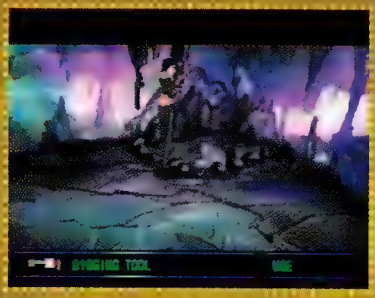
Immediately use the Broken Digging Tool in the furnace and Hope will repair the tool with the melted goblet.

TIP

If your Fear Meter is in the red zone, return to a save point and save your game.



Use the Water teleporter, then the earth teleporter to transport to the earth area.

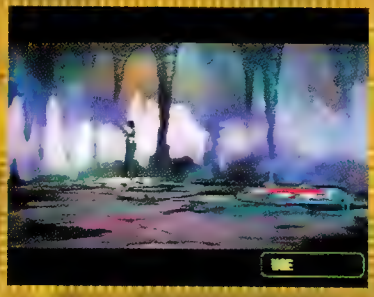


Use the Digging Tool on the mound of dirt in the back to dig a hole.

Place the three crystals (Gold, Water and Fire) in the hole you dug.

Use the Fresh Water Gourd to water the crystals.

A magical tree grows bearing a huge Diamond.



Use the earth teleporter to return to the fire area near the main hallway.

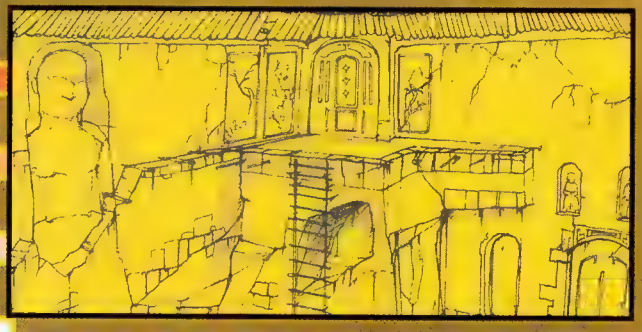
SCENE 3: THE GARDEN

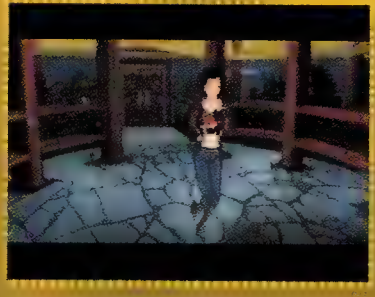
Lots of Demons are waiting for you on the other side.

Go back to the main hallway and cross the bridge.

Enter the door on the far side of the bridge.

Use the save point as soon as you enter the garden.





Walk to the opposite side of the garden.

Use the Diamond on the door to exit the area.

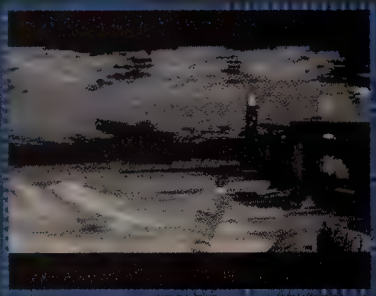
AFGHANISTAN

By night, Glas and his team infiltrate a base located in a remote desert camp in Afghanistan. With his extensive military training, it would not normally be a problem to secure the area and retrieve a biological serum. So what could go wrong?

glas's items list*

ITEM	LOCATION
>> .90 Pistol	Starting
>> Uzi	Starting
>> Assault Rifle	Starting
>> EMP	Starting
>> Shotgun	Starting
>> GL 150	Starting
>> ARC Taser	Starting
>> RL 480	Starting
>> Holster	Starting
>> Cellular Phone	Starting
>> Grappling Hook	Starting
>> Smakjack	Starting
>> Gate Key	Dropped by a Soldier in the hangar
>> SS 2000	In the shadows on the first rooftop
>> C-4	Automatically picked up after passing through the ceiling fans
>> Utility Key	Dropped by a Soldier on a rooftop after the battle with the helicopter
>> Crowbar	Dropped by a Soldier
>> Blood Sample	Given to Glas by a teammate
>> Paper Doll	Given to Glas by Jake in the infirmary

SCENE 1: INFILTRATION



Glas finds himself deep in enemy territory and on his own. He must find his way through the enemy base to his goal.

Take advantage of the save point to the left as soon as you start this area.

Creep through the hanger and blast the two Soldiers on the other side of the room.

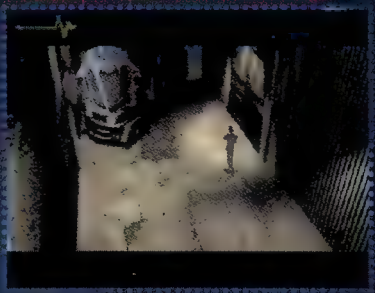
TIP

It's best to use your Assault Rifle when fighting the Soldiers. You need something with a lot of power and a fast rate of fire. Use short, controlled bursts. The Soldiers roll to dodge your shots. You can't hit them while they're rolling, so if you keep your shots short and quick you'll save ammunition.

One of the two Soldiers drops a Gate Key that you'll need right away.

Arm yourself with the EMP and walk to the door in the left corner.

Power up the EMP and discharge it before going through the door. If you move quickly, the blast will deactivate a M.A.W. waiting on the other side of the door.



Run past the downed M.A.W. to the gate at the opposite end of the hall. You may have to blast the M.A.W. once more with the EMP before going through the gate, so keep it charged.

Use the Gate Key to pass through the gate into the next room.

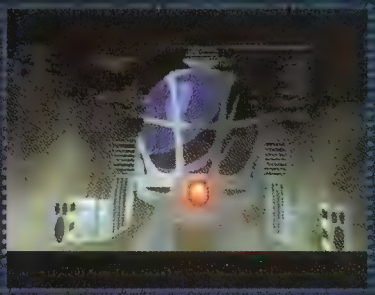
There are two Soldiers in this area. Try to keep them at a distance as you eliminate them.

TIP

Wait until the second Soldier comes within view before opening fire. That way, you can easily target both Soldiers without having to make a major adjustment when the second one appears.

After defeating the enemies, run toward the back of the room and inspect the door.

The door won't open, so return to the gate staying near the left wall.



As you cross the room, the M.A.W. you disabled earlier comes crashing into the room.

You can't fight the M.A.W. directly. Drop to the ground and blast the barrels on the right side of the room to send the M.A.W. crashing into the wall.

TIP

Since the Assault Rifle is your main weapon in Afghanistan, you may want to use another weapon, such as the Uzi, to blast the barrels, saving your Assault Rifle ammo for other encounters.

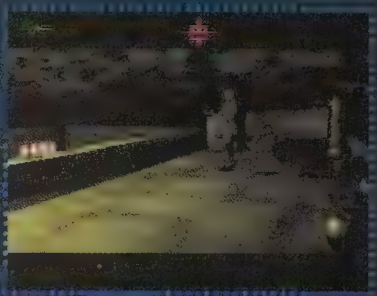
Glas automatically climbs up the disabled M.A.W. to reach the roof.

CAUTION

You must act quickly, or Glas will be killed in a hail of fire from the M.A.W.'s gargantuan guns.

There are also three Soldiers waiting for Glas on the other side. Glas can't pick them off from a distance, so check your weapon and make sure you have a full clip ready. You won't have time for mistakes.

Use stealth to eliminate the guard hiding in the shadows to the left of the power shed. Pick up the SS 2000 lying near the downed guard.

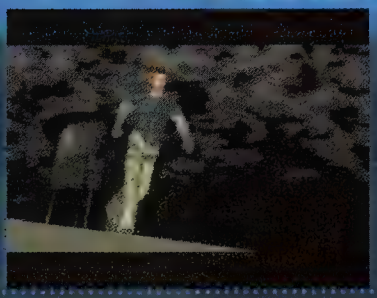


Continue using stealth while exploring the rest of the rooftop, and eliminate the remaining Soldier.

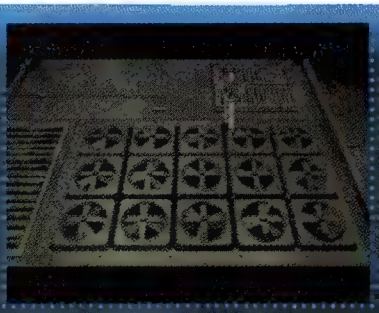
Look for the "Use" message to appear while standing to the right of the ladder. Use the Grappling Hook at this spot to reach the rooftop on the other side.

When you land, you have the jump on your enemies. If you act quickly, you can use stealth to try and silently eliminate the closest Soldier.

After defeating the enemy Soldiers, cross the roof and stand near the spot where steam is seeping through.

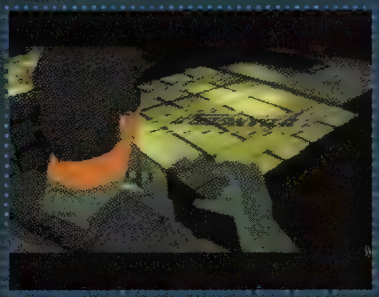


Press ▲ when the "Use" message appears at the bottom of the screen, and Glas will jump across the gap to reach the next rooftop.



Cross the rooftop to the fans.

You must carefully walk on the metal strips in between the fans to reach the center fan. Wait for the fan to stop completely before walking on it. Press ▲ when the "Use" message appears to drop into the room below.



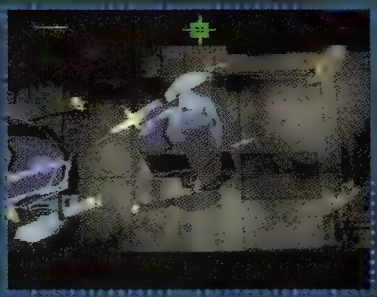
Glas automatically takes some C-4 explosives from a crate in the room.

Use the save point as soon as you regain control of Glas.

Exit the room through the door to the right.

SCENE 2: HEAVY FIREPOWER

Glas knows how to fight fire with fire, or in this case M.A.W. with M.A.W.



An enemy M.A.W. and two Soldiers attack as soon as you go through the door. You can stay and fight, or turn and run.

Turn your M.A.W. around and start heading toward the light at the end of the street

TIP

You have to keep running in the M.A.W. to avoid the helicopter's fire. In addition, keep your M.A.W. moving from side to side. A dodging target isn't as easy for the helicopter to target.

As soon as the M.A.W. turns the corner and your camera perspective changes, move to the right side of the screen. That will keep you out of the helicopter's gun sites on this street.

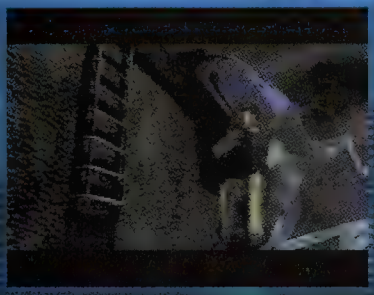
Repeat after you turn the corner. Stay to the right, keeping an eye on the spray of helicopter bullets.

TIP

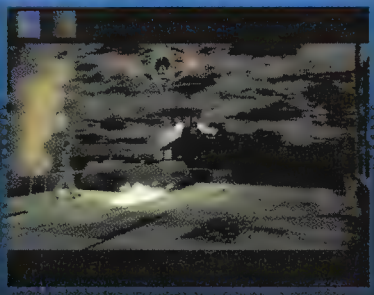
The M.A.W. runs like any other character. Just hold R1 and the M.A.W.'s speed will increase slightly. It isn't much, but it's enough to outrun the enemy.

Wait until you get deep into the shadows before heading toward the ladder leading to the roof.

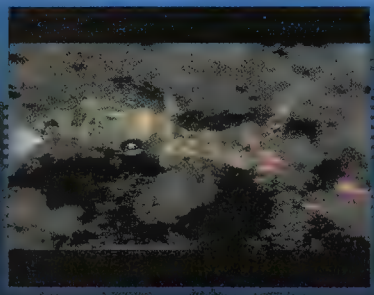
When you near the ladder at the end of the road, the M.A.W. is destroyed.



Glas makes a quick escape and climbs the ladder to the rooftop.

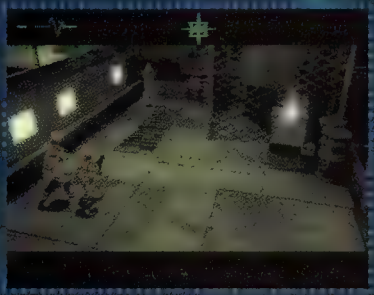


Run to the large gun at the top of the screen, dodging the fire from the attacking helicopter.



Glas is able to combat the helicopter with a little firepower of his own.

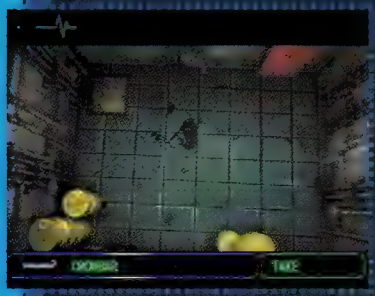
After destroying the whirlybird, Glas escapes to the adjoining rooftop.



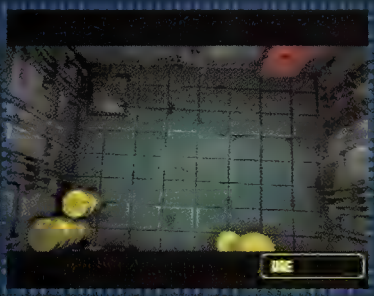
More Soldiers must be dealt with as soon as you reach the next rooftop.

Pick up the Utility Key from one of the downed Soldiers.

Use the Utility Key on the hatch in the corner. Be prepared for a Soldier guarding this room.



Pick up the Crowbar from the downed Soldier.



Use the hatch in the floor to pass through an underground passage to another room.

A guard is waiting in the room with some serious firepower at his disposal. Roll to evade the fire bursts while you share a little firepower of your own.

Use the door to the north to exit the room. Be ready to face three Soldiers on the other side.

TIP

There's no need to use stealth in this area. One Soldier is near you when you enter. Eliminate him quickly, and your gunfire will draw out the other two Soldiers. You can pick them off from a distance as they advance toward your position.

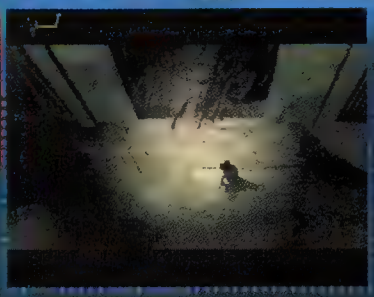
Clear the area of the Soldiers and use the save point in the corner.

This area should look familiar.

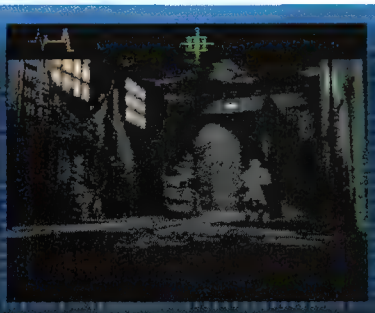
Go through the door in the far corner, armed and ready for the two Soldiers on the other side. Remember: short, controlled bursts.

TIP

The Soldiers are just inside the door. Move some distance away from them before you open fire. They won't attack you at long range.

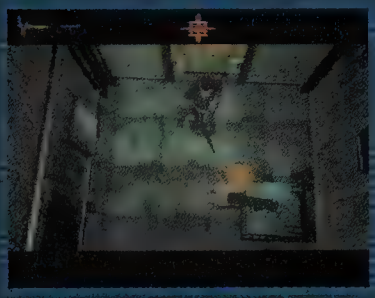


Go to where the gate used to be before the enemy M.A.W. broke it down, and enter the hole in the wall.



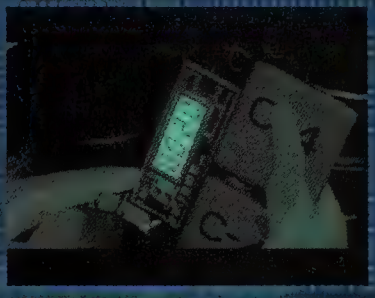
Two more Soldiers are guarding this area. Bring them down and head to the door on the other side of the room.

Use the Utility Key to get through the door and into the next room.

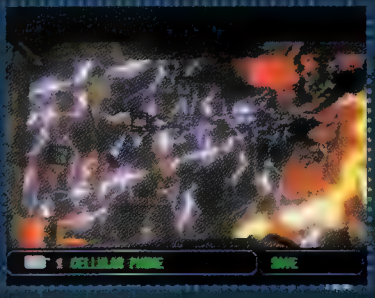


You should be able to use stealth to take out the guard on the other side of the door.

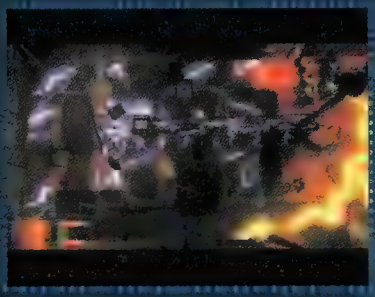
Once the guard is gone, use the hatch in the floor to reach an underground passage.



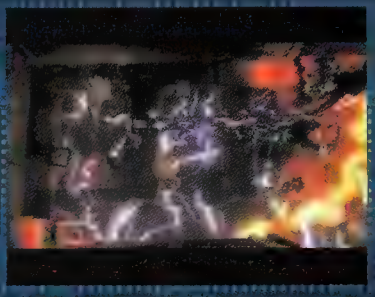
Glas places the C-4 on some barrels when he emerges.



Use the save point after enjoying the fireworks.



The explosion topples some power lines, which makes crossing the area a hazardous endeavor.



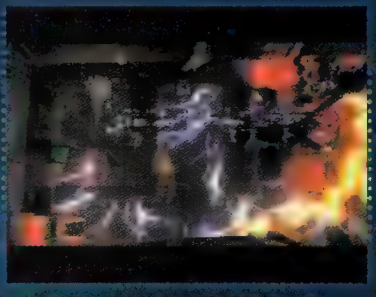
Take a moment to watch the way the electricity courses through the water. Notice that it covers the entire area and then two E-shaped areas. The only safe spots are the pieces of junk lying here and there. You must go from safe spot to safe spot to reach the door at the far end.

When the first full burst subsides, dash to the first safe spot (a white piece of junk on the ground).

Wait for the next two bursts to die out, then carefully run to the second safe spot (a blue piece of junk on the left side).

After a full burst, quickly run to the third safe spot (a broken crate lying near the top).

Wait for the full burst, then the burst along the top, then quickly run to the fourth safe spot (another blue piece of junk near the top) as the burst of electricity dies out.



Finally, wait for all three bursts (full, top, then bottom), then dash to the door.

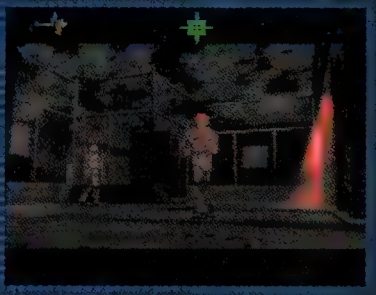
Arm yourself with the EMP and fire a shot at the door, then quickly use the Gate Key to pass through the door.

The EMP blast temporarily disables the M.A.W. in the next room, but it doesn't do anything to the Soldier walking around.

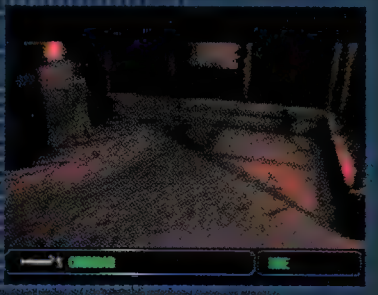
As you enter the room, immediately begin using stealth. Ignore the Soldier and keep the EMP charged so you can knock the M.A.W. out a second time if necessary. Meanwhile, stealthily head to the right, staying behind the guard, and use the Gate Key on the other door to quickly make your escape.

Swiftly switch to the Shotgun and engage the enemy Soldiers lurking nearby.

Look for the large chain link fence. Use the Gate Key on the door in the fence.



More Soldiers attack as soon as you enter the utility area. It's a close fight, so be quick and deadly.



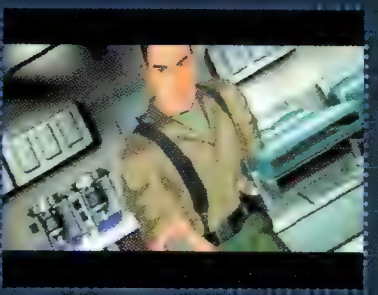
Run to the left and use the Crowbar on the door under the flashing red light.

SCENE 3: BETRAYAL

Talk to your injured teammate, Jake, lying in a cot near the back of the lab.

Glas receives a Blood Sample from his dying teammate.

When you try to exit the lab, Glas's brother, Drew, appears.



Brother betrays brother.

After a heated confrontation, Glas knocks Drew down, leaving them both defenseless.

When you regain control of Glas, you see a gun in the middle of the floor. Quickly run to the gun before Drew reaches it.

CAUTION

Move quickly to retrieve the gun. If you don't reach it before Drew, he will use it against you, ending your game.

Drew hands Glas a Paper Doll before dying.

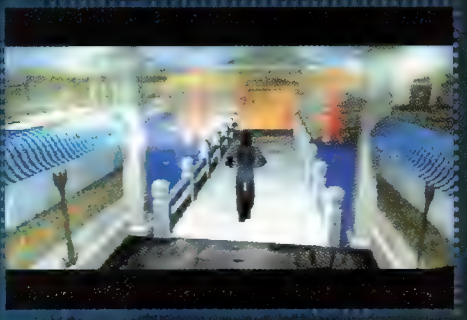
Glas finds himself in the water area, not far behind Hana.

There are many Demons trying to stop Glas from reaching the gazebo. Arm Glas with the Shotgun and be ready for a fight.

TIP

Don't carelessly charge through the Demons while trying to reach the door. Instead, pick them off one by one. You also pick up more Shot Shells with each Demon you kill.

Battle your way to the main hallway.



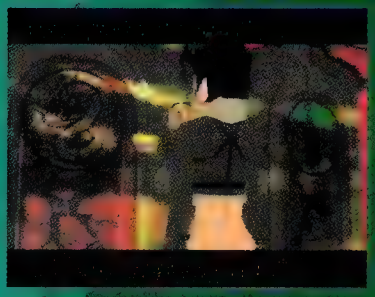
Cross the bridge and enter the building on the other side.

Pass through the gazebo and exit through the door on the other side.

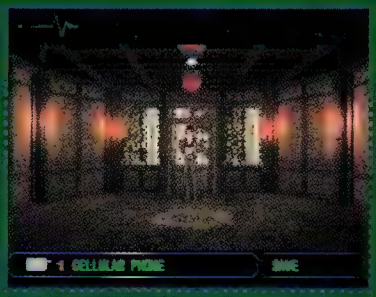
THE PAGODA

Hana and Glas face their biggest challenge yet in this mystical structure of the eight Immortals. Every task comes from their past, as well as their future. Some are demanding, while others are child's play. After they have passed their tests, they can proceed to the next level, until they reach the final destination.

SCENE 1: THE CHALLENGE OF THE IMMORTALS



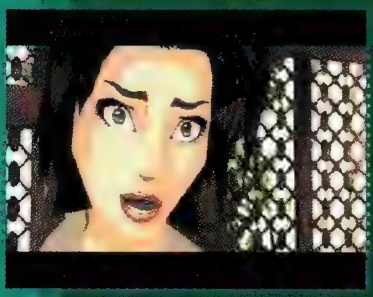
To enter the Pagoda, Hana uses the Tiger Plaque and Dragon Plaque to unlock the door.



Use the save point as soon as you regain control.

Use the Bell at the keyhole-shaped entrance to summon the Immortal.

A familiar face greets Hana.



Ts'ao Kuo Chiu tells Hana of the changes Rain is making.

Each of the Immortals has a game for Hana to play.

Ts'ao Kuo Chiu is the first Immortal to challenge Hana.

THE MEMORY GAME

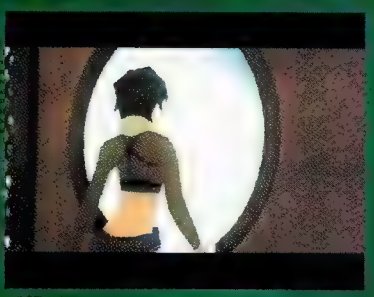
NOTE

To gain access to the Pagoda, mimic the Immortal's movements and repeat the selection of symbols he makes. The Immortal's selections are random, so either remember the Immortal's choices, or write them down before you forget them.

Mimic the choices made by the Immortal to successfully complete this challenge.

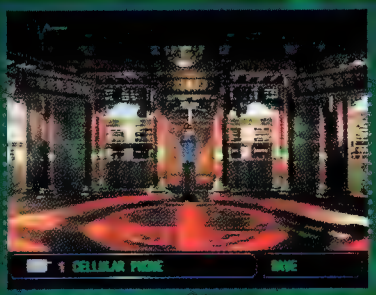
After Hana successfully completes the memory game, Ts'ao Kuo Chiu reappears.

Hana learns of the remaking.



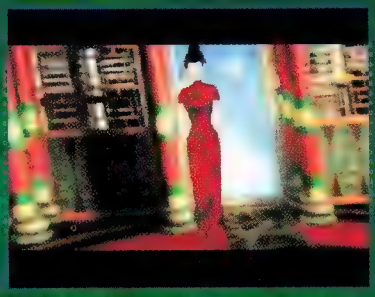
When their conversation is finshed, Hana enters the portal.

SCENE 2: THE IMMORTALS CHALLENGE GLAS



Use the Cellular Phone on the save point as soon as you enter the Pagoda.

Use the Phoenix on the portal to summon an Immortal.



Ho Hsien Ku greets Glas when he enters the Pagoda. Ho Hsien Ku is the woman Glas rescued earlier in the City of Xi'an.

Because of Glas's previous kindness to Ho Hsien Ku, his test is not difficult. Ho Hsien Ku challenges Glas to a race to the dragon's eye.

THE DRAGON'S EYE

In this trial, Glas must race the Immortal to the eye of the dragon. Press ✕ to "roll" the die. Your game piece moves along the dragon the same number of spaces. The Immortal moves her piece in the same manner.

If either player should land on another player's space, the person originally occupying that space is moved back six spaces.

At the end, you must roll exactly the number of spaces remaining to land on the dragon's eye.

If you do not roll the exact number needed to land on the dragon's eye, you will be moved back the number of spaces your roll went over.

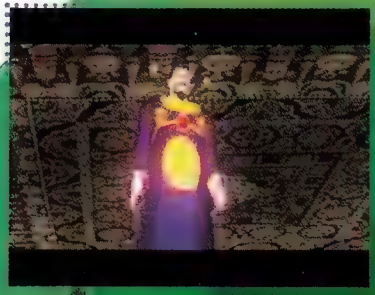
SCENE 3: HANA'S SECOND CHALLENGE

This is the kind of challenge Glas doesn't mind.

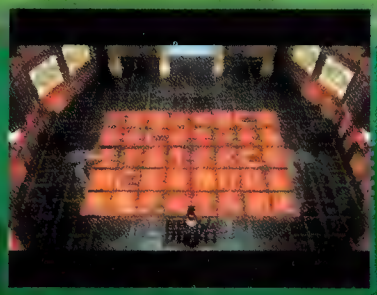
Ho Hsien Ku tells Glas about the Entity.

After learning about the Entity, Glas enters the portal.

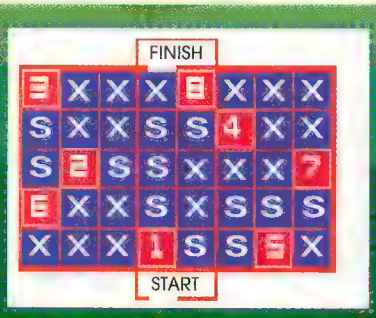
When the "Use" message appears at the bottom of the screen, use the Chinese Fan to summon an Immortal.



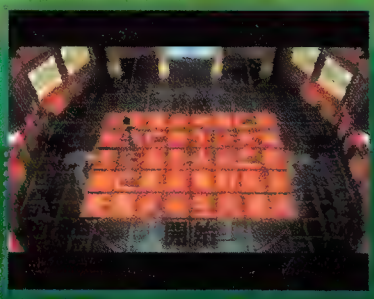
Lan Ts ai Ho tells Hana of her challenge.



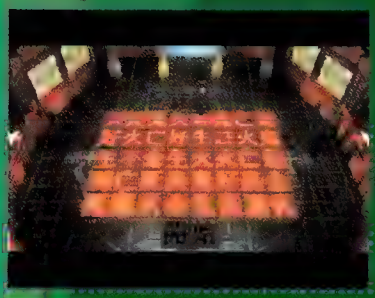
Hana must use the Harmony of Life to find a path to enlightenment.



Refer to the floor pattern shown above. The floor pattern must be followed from 1 to 8. The tiles marked with an "x" are unsafe to walk on. The tiles marked with an "s" are safe.

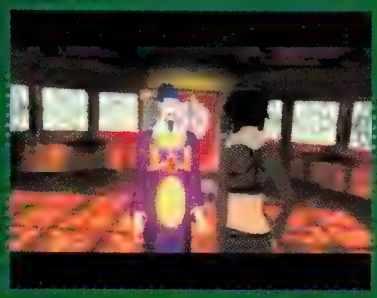


Follow the safe squares from 1 to 8 without stepping on an unsafe square.



After you have stepped on each of the numbered squares, walk to one of the exit panels on the side of the floor.

After Hana successfully comples the puzzle, Lan Ts ai Ho appears.



The Immortal tells Hana of the twin fruit that was the result of unlocking the Retro Helix.

SCENE 4: THE SECOND CHALLENGE FOR GLAS

Use the Paper Doll to enter the portal.

Glas is first confronted by an image of his dead brother.

Glas's father also appears with strong words of his own.

The Immortal Han Hsiang Tzu appears to Glas and gives him a hard choice to make.

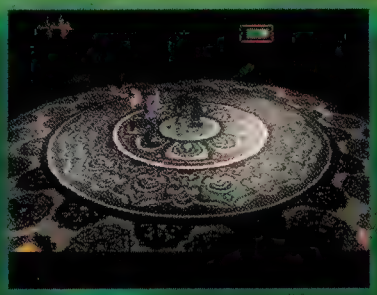
Glas must choose between his father and his brother.

NOTE

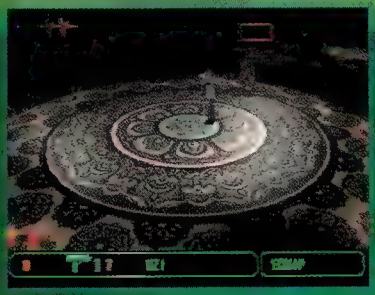
There really is no choice, the battle is the same regardless of whom you choose.

Glas is transported to a spinning platform where he must defeat an attacking Demon.

This is no ordinary Demon. It cannot be destroyed by two Shotgun blasts. Also, instead of vicious claw attacks, this monster attacks with fiery breath.



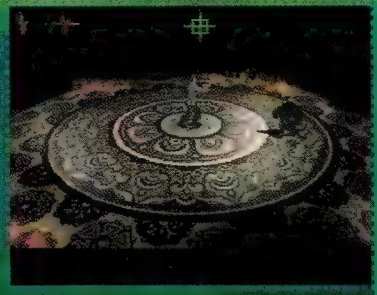
If Glas receives too many hits from the fire, his trial and your game are over.



The secret to defeating this Demon is to get close enough to lure it to fire, then quickly dodge its attack.

NOTE

The Demon teleports several times before attacking. Run to dodge the fire.



Quickly return to the center of the area as the Demon begins teleporting. Try to anticipate its movements, then line yourself up to get in a single shot as it begins to chase Glas. After shooting, quickly turn and run before the Demon can fire again.

CAUTION

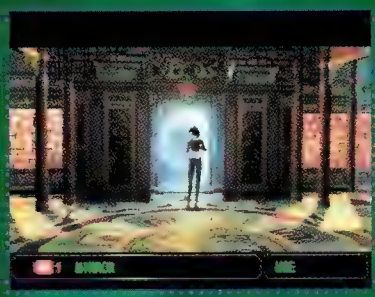
If the creature teleports too close to Glas's position, run away from it, keeping your distance until you can get a safer shot.

Repeat this procedure until the creature is defeated.

After the Demon has been defeated, Glas enters the portal.

SCENE 5: HANA'S PAST SINS REVISITED

Luckily, a save point is at the very beginning of this area. Be sure to use it.



Use the Mirror to summon another Immortal.

Hana is met by the Immortal Chung Li Chuan.

Whether or not the Immortal has a challenge for Hana is based on her previous actions in the Aqueducts.

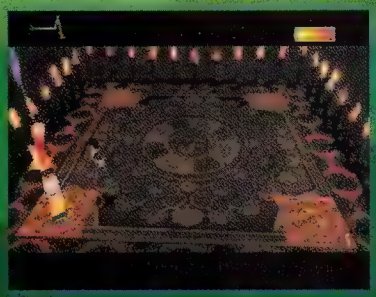
NOTE

If Hana did not kill any Students in the Aqueduct area, she may proceed without challenge.

If Hana did kill Students in the Aqueduct area, she must battle the Immortal.

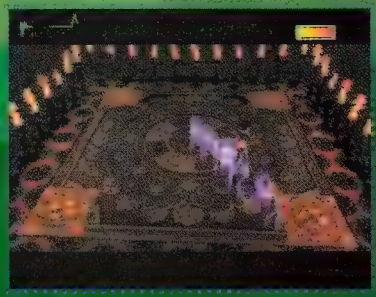
Hana cannot use weapons against the Immortal. Select her Melee attack from the inventory. This is the only weapon that is effective against the Immortal.

The Immortal randomly teleports around the four corners of the arena. You cannot attack him until he rests in one of the corners.



Quickly rush the Immortal as he charges his attack, and try to get in one or two Melee attacks.

The Immortal has two different attacks. In one he lays down a wall of electricity on one side of the room. When the wall is constructed, it sweeps across the room hitting Hana. Dodge it by either getting behind it or sticking to one of the physical walls to either side of the energy wall.



The second attack is an energy wall that rotates around the room. This one is very difficult to dodge. It can circle the room in either direction. Dodge it by lining yourself up at its end and waiting for it to move. Then quickly run away from it while staying close to the center of the room.

SCENE 6: GLAS FACES ANOTHER CHALLENGE

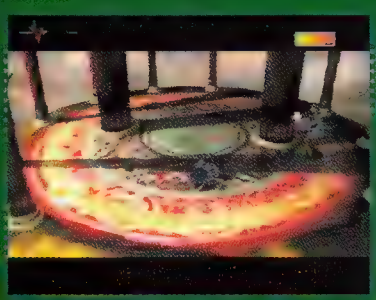
Glas also has a save point when he first enters the third floor.

Use the Bravery Medal on the portal.

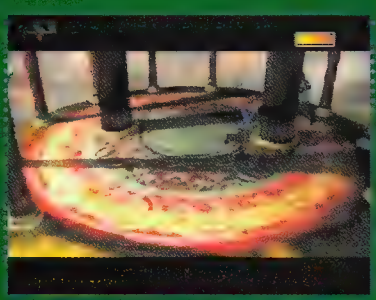
Glas is met by the Immortal Lu Tung Pin.

Lu Tung Pin tells Glas of his next challenge.

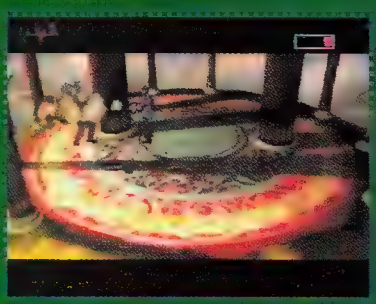
Since Glas has defeated the demons of his past, he must now defeat his present demons. Glas's next challenge is to fight against himself.



Use a roll diversion to avoid the oncoming firepower of the other Glas.

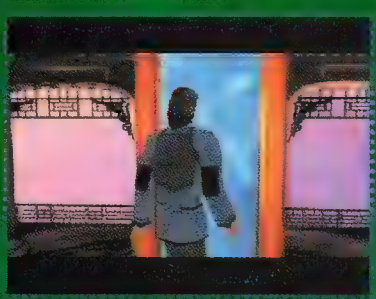


Use the pillars within the fighting arena as a natural cover against the evil Glas's attacks.



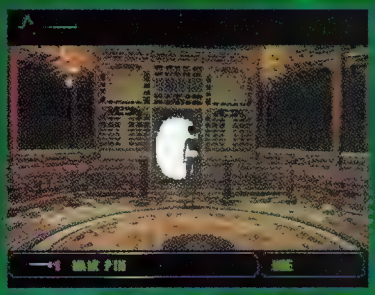
By now, your ammunition is probably getting pretty low. A good weapon to use in this battle is the SS 2000. It's very effective against the evil Glas, and there should be enough ammo left to use it solely to defeat him.

The Immortal tells Glas of the Genomic Void.



After Glas has defeated his alter ego, he may proceed to the next level.

SCENE 7: HANA'S DIFFICULT CHOICE



Use the Hair Pin on the portal to summon the Immortal.

Hana's vision is of a young girl witnessing the murder of her parents. The young girl is obviously a very young Hana.

When met by Li Tieh Kuai, Hana is offered a choice. She must choose between Rain and the return of her parents.

If Hana chooses her parents, she will have to battle two Demons.

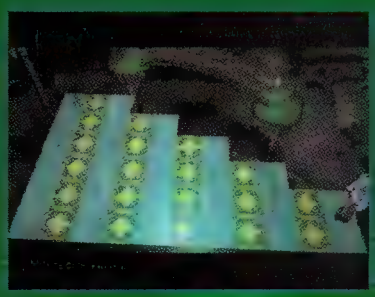
SCENE 8: THE LUCKY TILE

If she chooses Rain, she may pass through the portal.

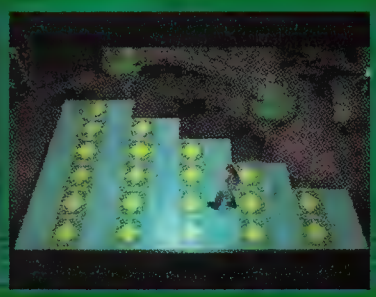
Use the Peach to summon the next challenge for Glas.

Glas is met by Chang Kuo Lao, the old man he first met in the City of Xi'an.

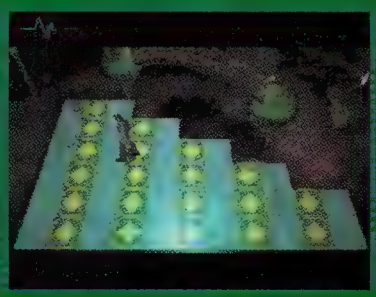
Chang Kuo Lao tells Glas he has five wagers, and that his odds will increase each time.



The final challenge for Glas is the Lucky Tile.



Glas needs to reach the portal on the opposite side of the puzzle without stepping on the unlucky tiles.



Each time Glas steps on an incorrect tile he sustains damage.

When Glas enters the portal, Chang Kuo Lao once again appears.

THE VOID

The answer to man's quest for immortality lies in a vast nothingness. Here, our group must face the one with the power to put an end to mankind as we know it. The choices will be hard for our heroine, as she must go on her instincts and pray that the gods are with her.

SCENE 1: THE FINAL CONFRONTATION

As Glas, use the save point as soon as you clear the portal.

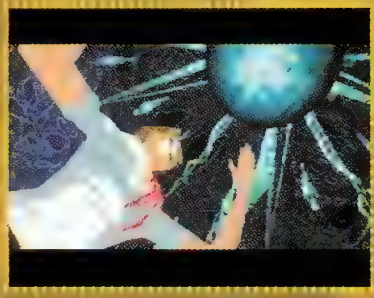
Walk toward the screen and Glas is suddenly joined by Rain – or is it Rain?

Duke joins the party with a rash person of his own.

When Hana arrives, it's left to her to decide which girl is actually Rain and which one is not.

When the targeting icon appears, you must choose who to shoot.

Since Hana knows that Rain is left-handed, her choice is obvious. The one on the left must be Mist.

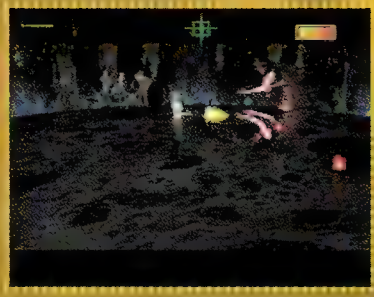


Mist reveals herself and her treachery.

Though Hana, Duke, and Glas are ready and willing to finish Mist off, Rain steps up to face the challenge.

Mist finishes the reincarnation to bring forth Mother.

Rain needs the DNA Virus from Hana to use on Mother.



The Assault Rifle is the most effective weapon to use against Mother.

Mother has three different attacks. When she's blue, she shoots a green beam of energy. Run to either side of her to dodge the attack, then counterattack.

While in her red form, she shoots four energy orbs that curve outward and then home in on your character's position. Quickly roll forward, and the orbs will pass by harmlessly, allowing you to counterattack before Mother can disappear.

When Mother is green, she uses her nastiest attack of all, her fire breath. She spews fire from both ends while spinning around the arena. Put distance between you and her and wait for the first flame to pass. Quickly run toward her, moving in the same direction as her spin. If you're lucky, she'll miss you completely. Don't try to attack Mother while she's in this form.

As soon as Mother is dead, use the DNA Virus on her.

CAUTION

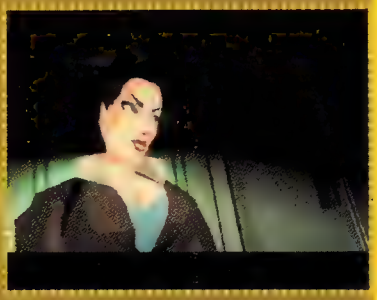
You must run to Mother immediately after she drops. If you don't, she'll resurrect, and you'll have to battle her all over again.

Looks like the end of Mother.

NOTE

If you chose to shoot Rain instead of Mist, each of the three characters will have to fight Mother individually.

Back in relative safety, Hana tells Rain about a new job she's thinking about doing.



This time Hana decides to enlist the aid of her new friends Deke and Glas.

Since Hana won't let Rain accompany her on her new job, Rain loans her a Knife for good luck.

Hana has a gift of her own for Rain.

The boys sound reluctant but eventually agree to help out.

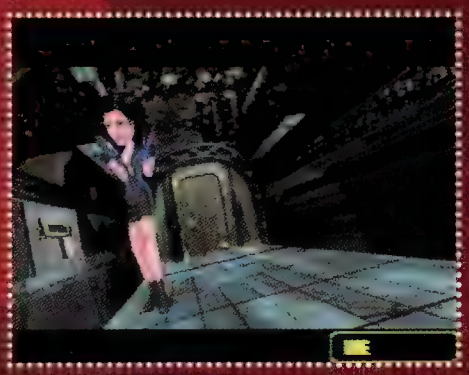
It sounds like an easy job with a profitable payoff.

Cr@ll?

CODES & SECRETS

After you've beaten Fear Effect 2, you can enjoy some of the secrets the game has to offer.

CHEAT CODES



Right after Rain leaves Hana at the entry point of the game, and you regain control of Hana, start walking down the hall. When the screen view changes, you'll see a control pad on the left wall. You can use the control pad to input cheat codes. The cheat codes are listed below.

- 10397 BIGHEAD
- 61166 INFINITE AMMO
- 11692 ALL WEAPONS

SECRETS

After you defeat the final boss, you will have the option to save your game. Be sure you do. This is necessary in order to activate secrets when you replay the game. Each time you play through the game, watch the entire ending, including the credits. After the credits have run, a code will appear. Write this code down. The codes can be entered at the title screen.

When playing through the game again, be sure to start the game by loading your saved finished game. This will allow you to get a new code each time you complete the game.

Each time you play through the game and receive a new secret code, you are able to access art galleries and other fun stuff. Here are a couple of sneak peeks of some of the art you will enjoy.

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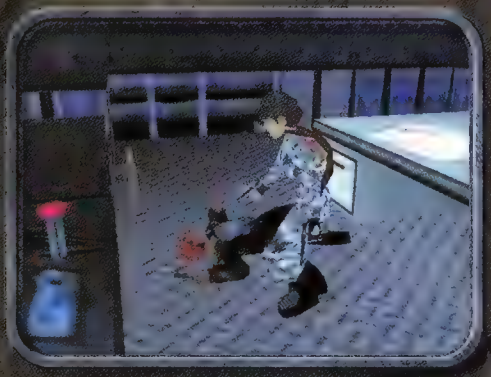

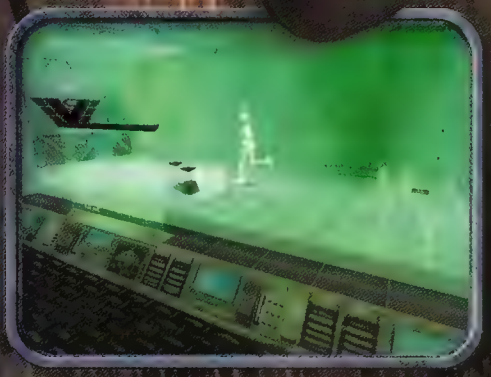

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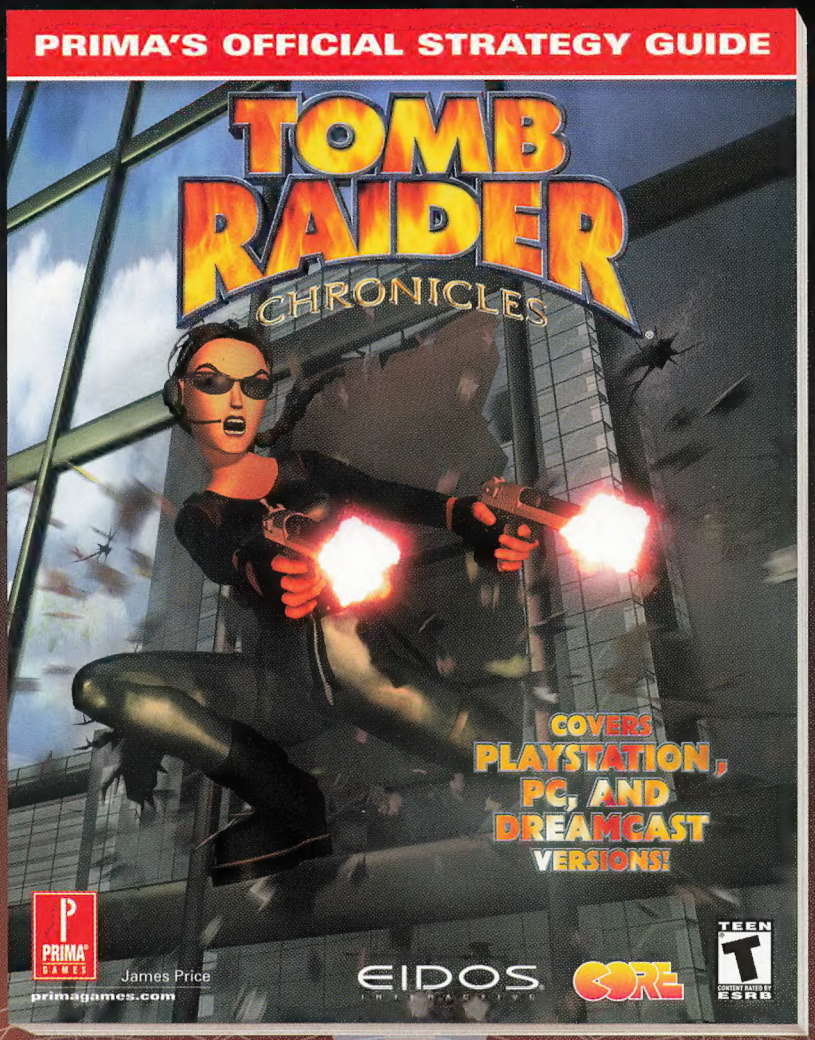

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ISBN 0-7615-3236-6

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